FINAL FANTASY® VII

SONY

SQUARESOFT®

COMPUTER ENTERTAINMENT™

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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This compact disc is intended for use only with the PlayStation™ game console.
Do not bend it, crush it or submerge it in liquids.
Do not leave it in direct sunlight or near a radiator or other source of heat.
Be sure to take an occasional rest break during extended play.
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Hints are available:

Within the US: **1-900-933-SONY** (1-900-933-7669)
$0.95 per minute pre-recorded information
$1.15 per minute live representative assistance
$6.95 - $16.95 for tips by mail
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Within Canada: **1-900-451-5757**
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For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT

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Call this number for help with technical support, installation or general questions regarding the PlayStation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

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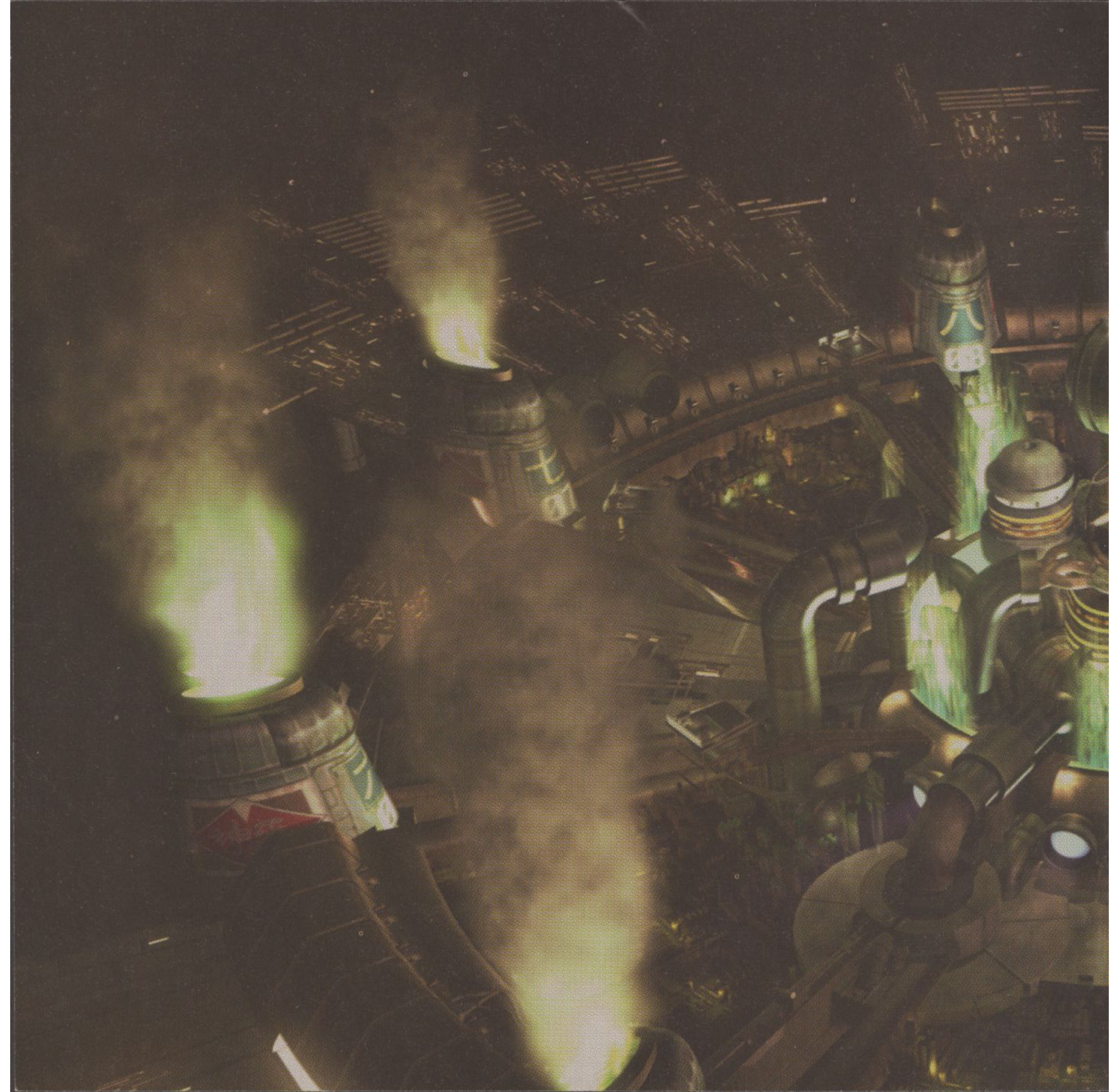
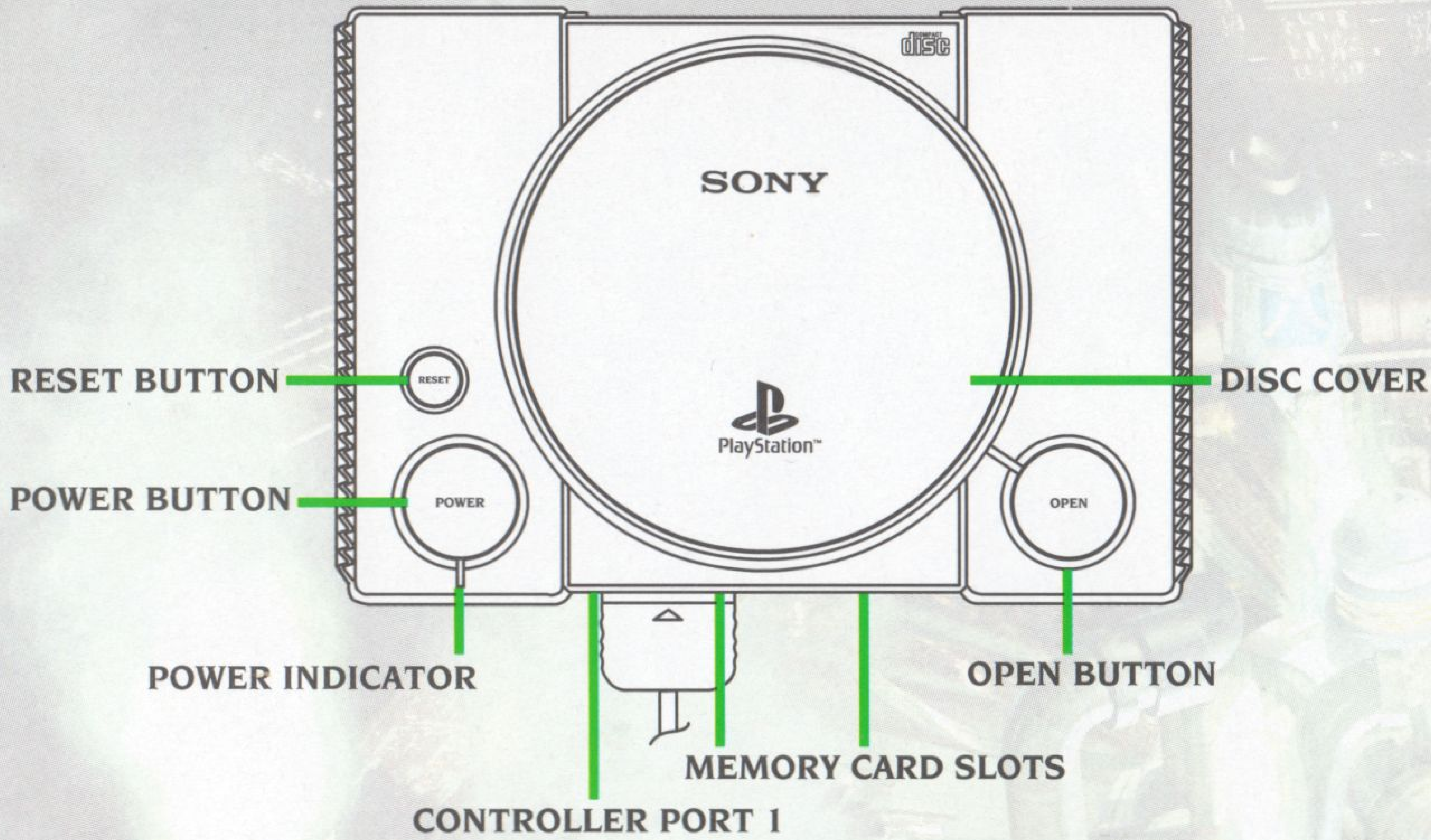


GETTING STARTED



IF YOU HAVE NEVER PLAYED BEFORE

Open the PlayStation™ game console by pressing the Open button on the console. Insert the first **Final Fantasy® VII** disc and close the Disc Cover. Turn ON the PlayStation game console. When the demo screen appears, the game is ready to be played. Press the ● button for another screen, allowing you to choose either NEW GAME or CONTINUE. Use the Directional Buttons to move the cursor to NEW GAME, and press the ● button to start.

To save your game, insert a Memory Card (sold separately) into Slot 1 or Slot 2 of the PlayStation game console in advance. (See page 42 for further instructions on saving.)

CONTINUING FROM SAVED DATA

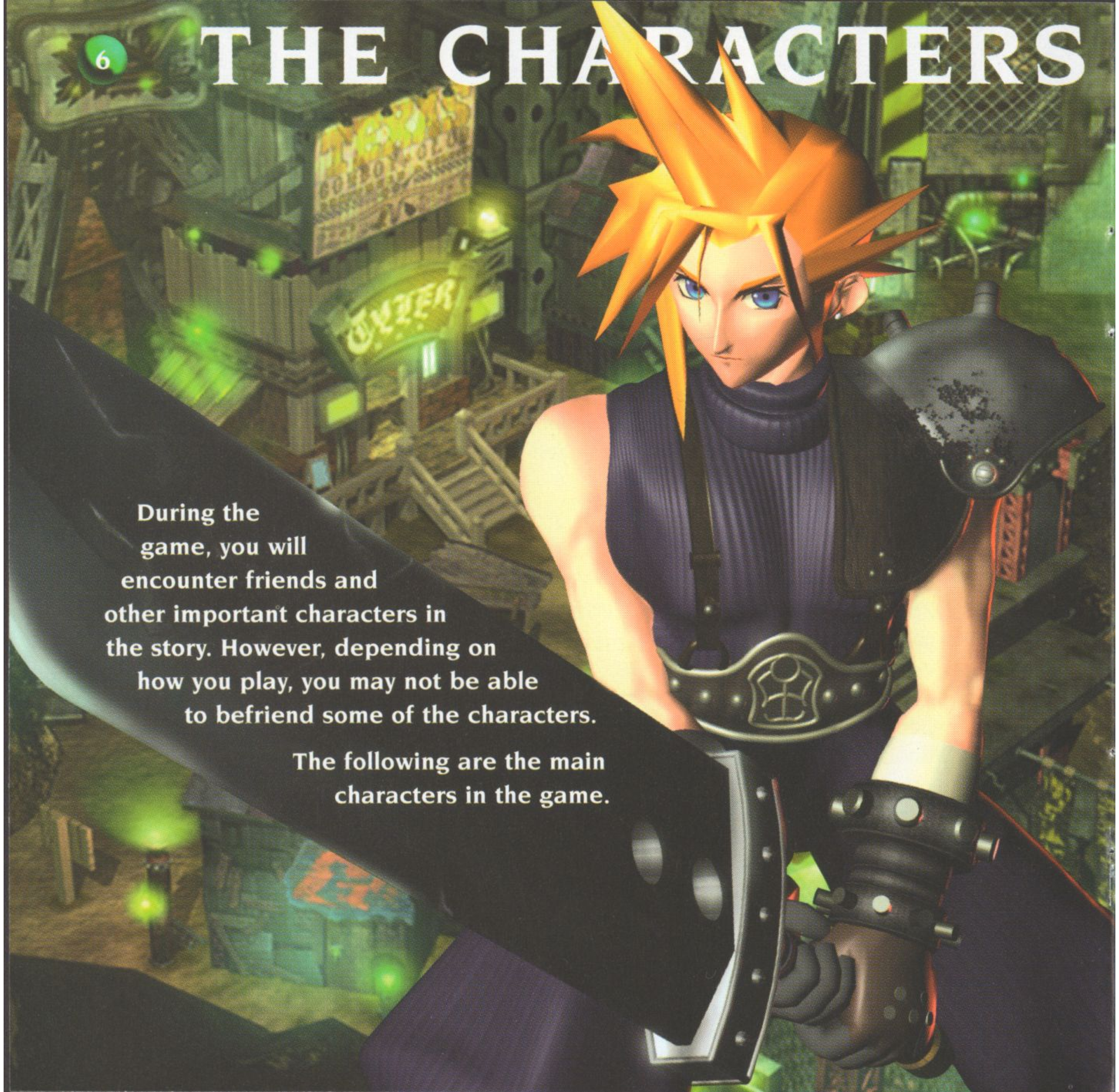
Insert the disc for the previous game and the Memory Card with the saved data, and turn ON the PlayStation game console. Go to the NEW GAME or CONTINUE screen, and choose CONTINUE. Select the slot into which you inserted the Memory Card (either Slot 1 or Slot 2), and press the ● button.

From the File Select screen, choose the data file that contains the game you want to resume. If the data file cannot be loaded for some reason, remove the Memory Card without turning OFF the game console and then reinsert it.

CHANGING DISCS

Final Fantasy VII is the first 3 CD-ROM disc RPG for the PlayStation game console. Occasionally, during the game, a screen will appear with the message "Please insert disc 2 or 3" along with a CG image (screenshots representing discs 1 through 3 of the CD-ROM). Without turning off the console, open the Disc Cover and insert the disc designated on screen. Close the Disc Cover, and press the ● button to resume. The CG image randomly changes every time this screen is displayed.

THE CHARACTERS



During the game, you will encounter friends and other important characters in the story. However, depending on how you play, you may not be able to befriend some of the characters.

The following are the main characters in the game.

CLOUD STRIFE

JOB	Mercenary (ex-member of SOLDIER)
AGE	21
WEAPON	Sword
HEIGHT	5' 7"
BIRTHDATE	August 19
BIRTHPLACE	Nibelheim
BLOOD TYPE	AB

The main character in Final Fantasy VII. Originally a member of SOLDIER, he is now a mercenary who will take any job. After being hired by AVALANCHE, he gradually gets caught up in a massive struggle for the life of the planet. His enormous sword can cut almost anything in two.

AERIS GAINSBOROUGH

JOB	Flower Merchant
AGE	22
WEAPON	Rod
HEIGHT	5' 3"
BIRTHDATE	February 7
BIRTHPLACE	unknown
BLOOD TYPE	O

Young, beautiful, and somewhat mysterious, Aeris met Cloud while selling flowers on the streets of Midgar. She decided to join him soon after. Her unusual abilities enable her to use magic, but she seems more interested in the deepening love triangle between herself, Cloud and Tifa.

TIFA LOCKHEART

JOB	Bar Hostess, AVALANCHE member
AGE	20
WEAPON	Glove
HEIGHT	5' 4"
BIRTHDATE	May 3
BIRTHPLACE	Nibelheim
BLOOD TYPE	B

Bright and optimistic, Tifa always cheers up the others when they're down. But don't let her looks fool you, she can decimate almost any enemy with her fists. She is one of the main members of AVALANCHE. She and Cloud were childhood friends, and although she has strong feelings for him, she would never admit it.

BARRET WALLACE

JOB	Leader of AVALANCHE
AGE	35
WEAPON	Gun-arm
HEIGHT	6' 4"
BIRTHDATE	December 15
BIRTHPLACE	Corel Village
BLOOD TYPE	O

Head of the underground resistance movement, AVALANCHE, Barret is fighting the mega-conglomerate Shinra, Inc. which has monopolized Mako energy by building special reactors to suck it out of the planet. Barret depends on brute strength and his "Gun-arm" to see him through. His wife died in an accident several years ago, and he now lives with his daughter Marlene.

RED XIII

JOB	Beast
AGE	48
WEAPON	Headdress
HEIGHT	3' 9"
BIRTHDATE	unknown
BIRTHPLACE	Cosmo Canyon
BLOOD TYPE	unknown

Just as his name implies, he is an animal with fire-red fur. But under his fierce exterior is an intelligence surpassing that of any human's. His sharp claws and fangs make him good at close-range fighting, but other than that, not much is known about him. It's not even certain that "Red XIII" is his real name. A real enigma.

CID HIGHWIND

JOB	Pilot
AGE	32
WEAPON	Spear
HEIGHT	5' 8"
BIRTHDATE	February 22
BIRTHPLACE	unknown
BLOOD TYPE	B

Cid is a tough-talking, warm-hearted old pilot who hasn't forgotten his dreams. There's no better pilot by air or sea. He believes someday he'll fly to the ends of the universe. With his handmade spear and knowledge of machinery, he throws himself into any attack regardless of the danger.

SEPHIROTH

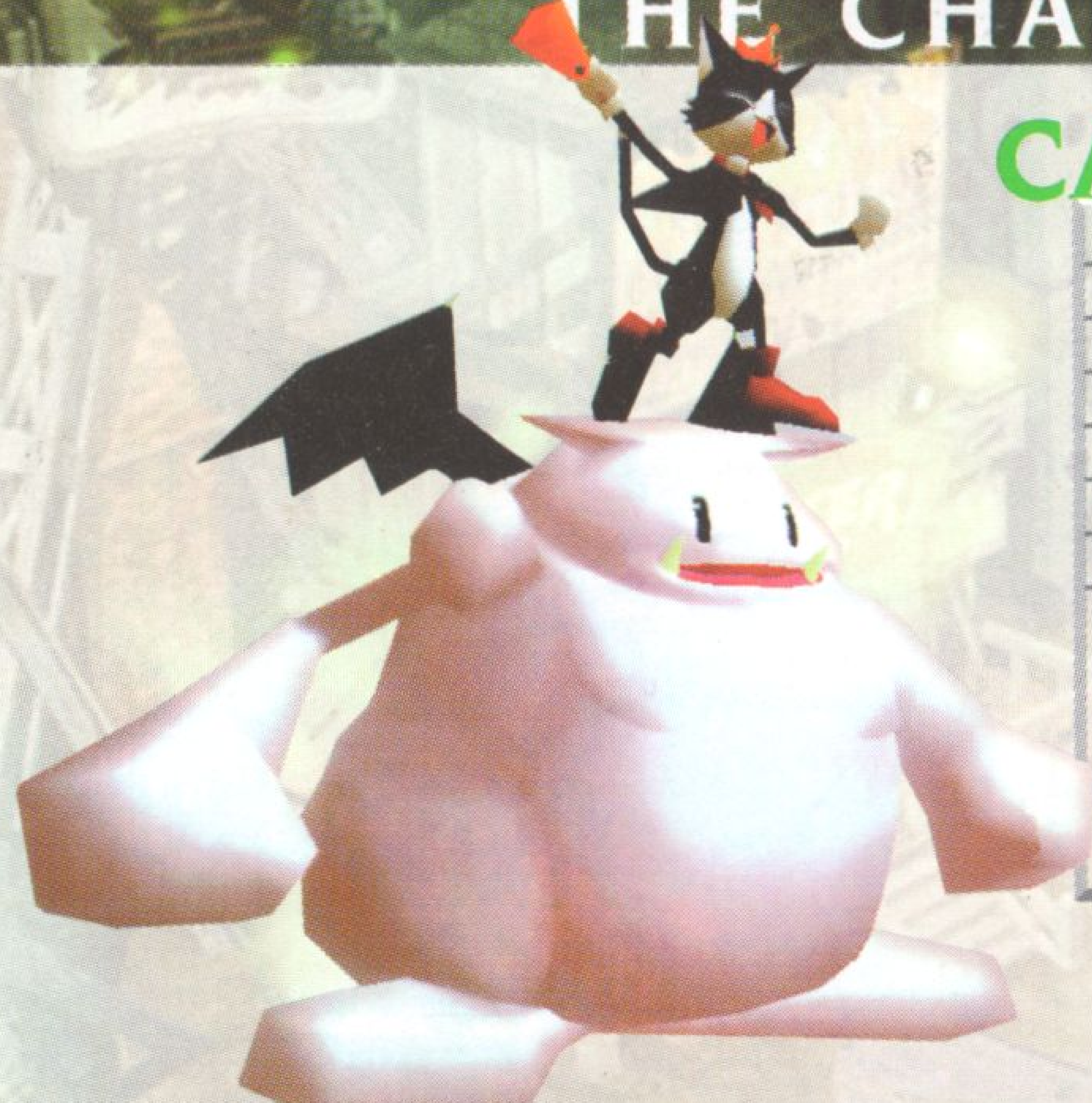
JOB	Top ranking SOLDIER officer
AGE	unknown
WEAPON	Long sword
HEIGHT	6' 1"
BIRTHDATE	unknown
BIRTHPLACE	unknown
BLOOD TYPE	unknown

Even amongst the elite troops of SOLDIER, Sephiroth is known to be the best. His past is locked away in a confidential file held by Shinra, Inc. His giant sword, which only he can handle, has extremely destructive power. Said to have disappeared in a battle years ago, his current whereabouts are unknown.

YUFFIE KISARAGI

JOB	Materia Hunter, Ninja
AGE	16
WEAPON	Knife, boomerang, origami (for throwing)
HEIGHT	5' 2"
BIRTHDATE	November 20
BIRTHPLACE	Wutai
BLOOD TYPE	A

Although you'd never know it by looking at her, Yuffie comes from a long line of Ninja. She forced herself into the group just to get a 'certain something'. She's sneaky, arrogant and "way" selfish. But with her super shuriken and her special skills, there isn't anyone else you'd rather have on your side in a fight.



CAIT SITH

JOB	Toysaurus
AGE	unknown
WEAPON	Megaphone
HEIGHT	3' 2"
BIRTHDATE	unknown
BIRTHPLACE	unknown
BLOOD TYPE	unknown

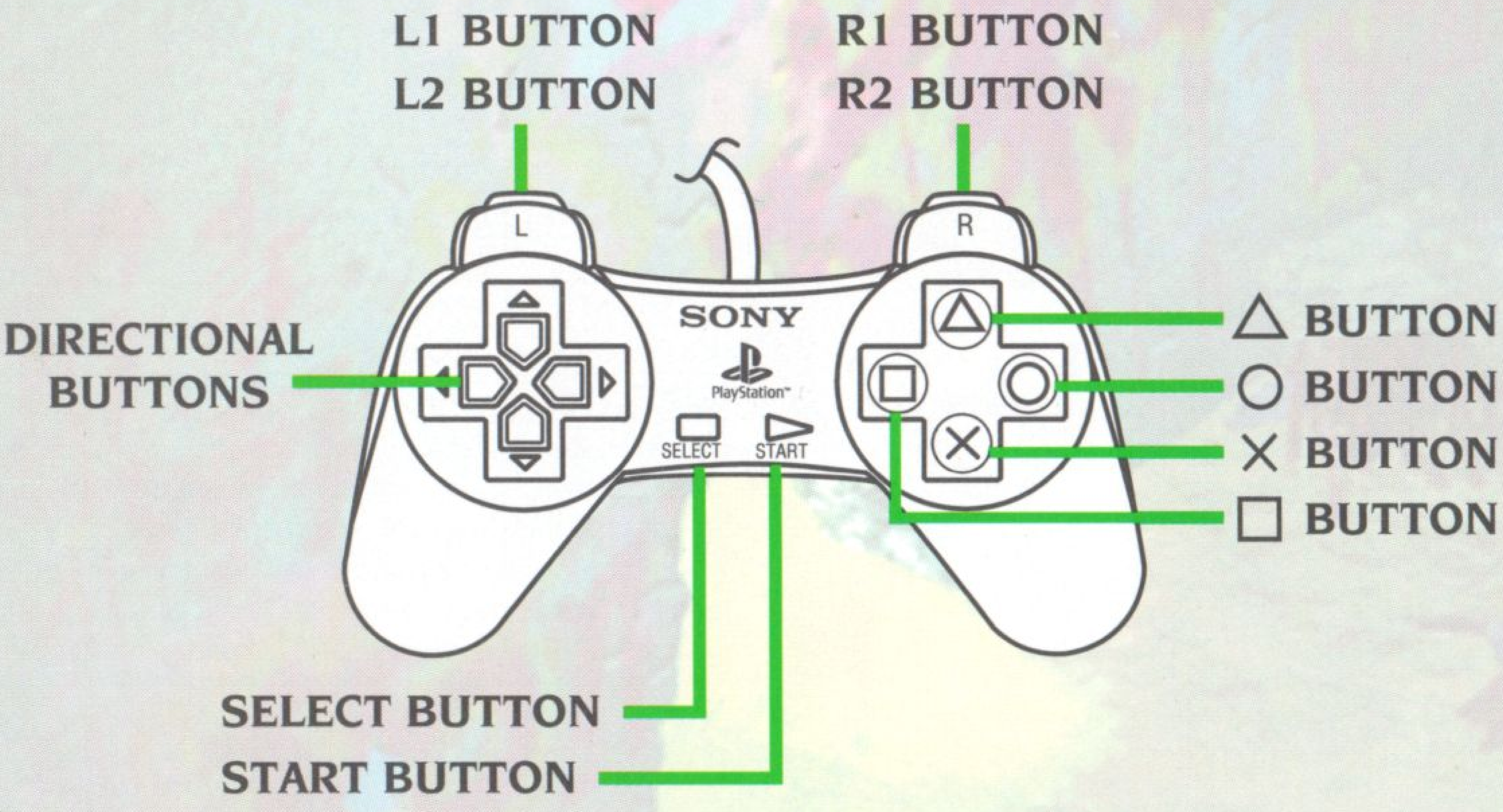
Cait Sith rides around on the back of a huge stuffed Mog he magically brought to life. Megaphone in hand, he's always shouting orders and creating dopey attacks. When his slot machine attack works, the enemy lines look like an overturned toy box. His hobby is fortune-telling, but like his personality, it's pretty unreliable.

VINCENT VALENTINE

JOB	Unemployed
AGE	27
WEAPON	Gun
HEIGHT	6'
BIRTHDATE	October 13
BIRTHPLACE	unknown
BLOOD TYPE	A

A mystical man, stern and upright while at the same time dark and mysterious. His past connection with Shinra, Inc. is what made him join Cloud and the others. He may seem frail at first glance, but hidden inside his body lurks a fearsome power.

THE CONTROLS



The following is an explanation of the basic controls of the game. For further information, see the following pages (page 15 for the Field Controls, page 20 for the Battle screen, and page 30 for the Menu screen).

START BUTTON

Field screen •Switch map displays on the World Map screen.

Menu screen •N/A

Battle screen •Pause or resume battle.

SELECT BUTTON

Field screen •Brings up a pointer which shows your position and displays colored ▼ marks, indicating possible doors and exits in your area. Press the SELECT button again to hide indicators. May not work in all areas.

Menu screen •N/A

Battle screen •Displays help window.

L1 BUTTON

Field screen
- When the character is moving, this turns the character left. If held down, the character keeps turning to the left.
- When the character is moving on the World Map, this turns the character left.
- When the character is stopped in the World Map, you may view the surroundings by turning left.

Menu screen
- Selects characters in the same order as they are lined up in the party.
- Moves the scroll bar up when selecting items and magic.

Battle screen
- Hold down simultaneously with the R1 button to escape from battles.

L2 BUTTON

Field screen
- Switch views in the World Map.

Menu screen
- N/A

Battle screen
- N/A

DIRECTIONAL BUTTONS

Field screen
- Moves the characters in the Field screen or in the World Map screen.
- Selects messages.
- Selects weapons, armor, items, etc. in shops.

Menu screen
- Moves the cursor and selects commands.

Battle screen
- Moves the cursor and selects commands.

R1 BUTTON

Field screen
- When the character is moving, this turns the character right. If held down, the character keeps turning to the right.
- When the character is moving in the World Map, this turns the character right.
- When the character is stopped in the World Map, you may view the surroundings by turning right.

Menu screen
- Selects characters in the same order as they are lined up in the party.
- Moves the scroll bar down when selecting items and magic.

Battle screen
- Hold down simultaneously with the L1 button to escape from battles.
- Switch between multiple and single targets.

THE CONTROLS

R2 BUTTON

Field screen •Changes view of the World Map.

Menu screen •N/A

Battle screen •Toggles the target cursor on and off.

▲ BUTTON

Field screen •Display the Menu screen.

Menu screen •Remove Materia equipped on a weapon or armor.

Battle screen •Set action (enter command) to other characters.

● BUTTON

Field screen
•Talk to other characters.
•Pick up items or examine treasure chests.
•When pressed in front of a ladder, allows character to climb up and down.
•Confirms the selection of weapons, armor, items, etc. to sell or buy in shops.
•Activates switches on various items (ex. elevators).

Menu screen •Confirms the selected command.

Battle screen •Confirms the selected command.

■ BUTTON

Field screen •N/A

Menu screen •Switch between the Materia menu and the Equip menu.

Battle screen •While held down, closes the Command window and displays the Barrier and Magic Barrier (MBarrier) gauges.

✖ BUTTON

Field screen
•When the character is moving in the field, the character starts running.
•Cancels the selection of weapons, armor, items etc. to sell or buy in shops.

Menu screen
•Closes the menu screen.
•Cancels the selected command.

Battle screen •Cancels the selected command.

In **Final Fantasy VII**, you can experience a 3D Field, for the first time ever in the Final Fantasy series. Since you can explore this enormous world in all directions, you will feel as if you are actually in the world, moving around. Dynamic scene cuts and variations in camera angles provide a cinematic experience. Once in the Field, you can enter names, talk with various people in the cities, and play Event Games.

VIEWING THE WORLD MAP

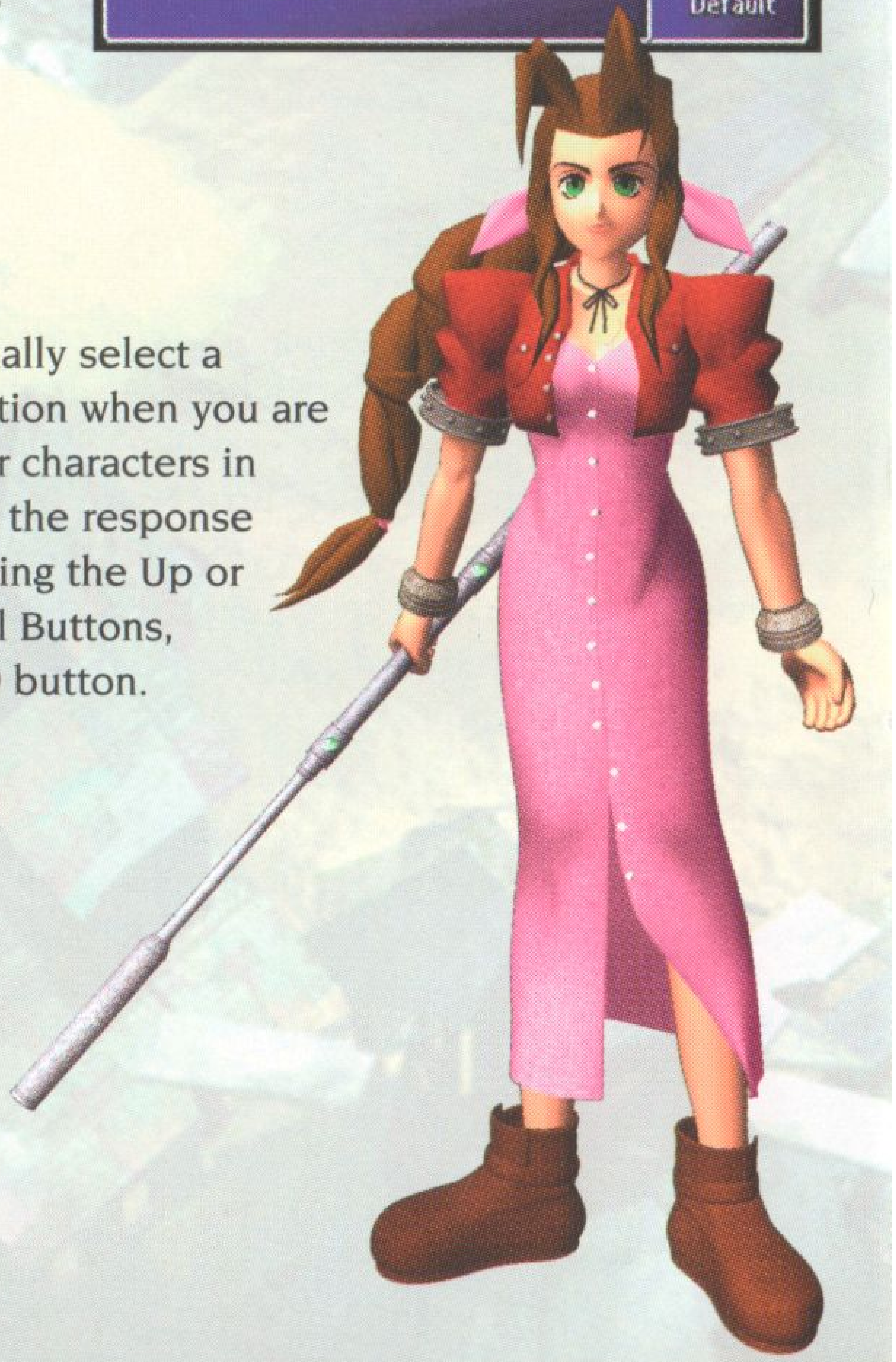
As you proceed in the game, you will come across the World Map screen, as shown here. At the bottom right corner of the screen, a reduced World Map is displayed. In this map, a broad yellow light beam indicates the direction your character is facing and the character's field of vision. The red dot shows the character's current location. Dots scattered around the map represent towns and villages. If you press the START button while the reduced World Map is displayed, it will switch to the enlarged World Map screen. Press START again, and the World Map will disappear from the screen. To display the reduced World Map, press START again.

ENTERING NAMES

As you encounter each character, you will be able to customize their name using up to nine letters. If the default name is acceptable, press the START button to move the cursor to "Select" and push the ● button. To change a character's name, select a letter using the Directional Buttons and enter each letter using the ● button. After a name is entered, select "Select." If you want want to change back to the default name, select "Default." Press the ✖ button to backspace and erase letters.

SELECTING MESSAGES

You can occasionally select a response or reaction when you are talking with other characters in the game. Select the response or reaction by using the Up or Down Directional Buttons, then press the ● button.



There are various shops, inns, etc. throughout the world, where you can buy things you need for your next adventure and rest. (See page 12 for instruction on controls.) You can sell extra weapons or items at any shop, except for inns. The following are some of these establishments.

INNS

If you rest one night at most of the inns, the HP and MP of all party members will be completely restored. Also, abnormality status caused during battles will be reversed. The cost depends on the inn.

WEAPON SHOP

Weapons and armor are available. Weapons are specific for each character, (for instance, Gun-arms may only be equipped on Barret). Armor may be equipped on any character.

ITEM SHOP

A number of items for various effects, such as recovery and attacking, are available.

ACCESSORY SHOP

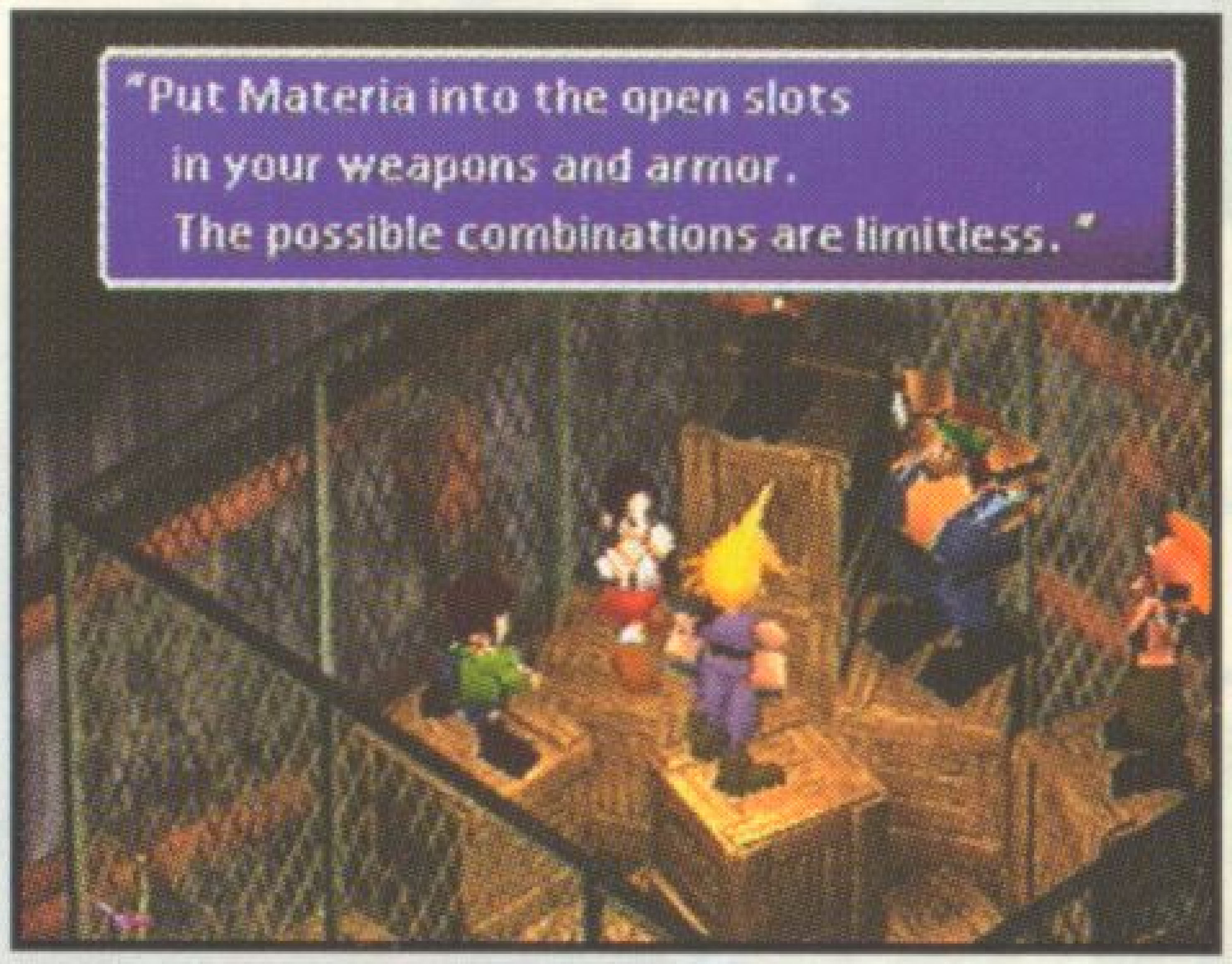
Various accessories are available. Once equipped, they will have various special effects.

MATERIA SHOP

Materia are magic orbs that have a number of positive effects if equipped in weapons or armor. Purchasing Materia is the same as purchasing other goods in other shops, however, it cannot be purchased in bulk like items or weapons.

BEGINNER'S HALL

Located above the Weapon shop in the Sector 7 Slums near AVALANCHE headquarters. It is not a shop, but if you talk to people at the Hall (and listen to Cloud), you will learn many helpful things about playing the game.



EVENT GAMES

Some of the events that take place during your adventure require different controller functions. For instance, there is an event in which you throw barrels at enemies below you. There are other events where you compete, relying on your amount of stamina. Tips may be hidden in messages and screens, so look for them carefully before starting an event. In some cases you will have to complete an event within a certain time limit. If you have to discontinue an Event Game, you can finish the game after saving, (see page 42 for details on saving) or press the START button during an Event Game to pause.

CHOCOBO
RACING
GET WIN !!
CHO
WELCOME
EVENT
STATIO

THE BATTLE SCREEN

A typical Battle screen looks like this:

1) Messages during battle are displayed here.

2) Graphics of the party members. The ▼ mark above a character's head indicates that you can select commands for that character.

3) Graphics of the enemy characters.

4) Press the SELECT button to display the help window during battle. Descriptions for the selected commands, monster names, etc. are displayed.

5) The names of the party members, with the Barrier gauge and the MBarrier gauge are displayed. If the gauge is hidden behind the Command window, you can bring it to the front by pressing the ■ button. At the beginning of a battle, the Barrier and MBarrier gauges are empty, but if you equip a Materia called "Barrier", a magic that reduces the damage sustained by half will be cast. You can fill up the upper Barrier gauge and the lower MBarrier gauge by casting the Magic Spell only once, and the defensive effect will last until the gauges reach zero. "Barrier" works as a defense against the enemy's physical attacks, while "MBarrier" works as a defense against magic attacks. The "MBarrier" is recommended when you fight boss-level enemies. (See page 33 for information on Materia.)

6) Commands that can be used during battle. Depending on which Materia is equipped, different commands can be used. (See page 23 for descriptions of each command.)

7) The status window shows the current status of the party members. Reading from the left side of the window, you will see: remaining HP, maximum HP (or the current status name), remaining MP, and the Limit gauge/Time gauge.

During battle, numbers will appear above your characters and enemies. White numbers indicate damage, while green numbers indicate recovered HP and MP.

Under each character's HP and MP, there are gauges by which you can immediately find the balance of HP and MP. The gauges will change from their standard full color to red as they become depleted.

In addition to the normal battle formations, enemies may also appear in the following arrangements. Both your characters and enemies will receive twice as much damage if attacked while their backs are facing opponents.

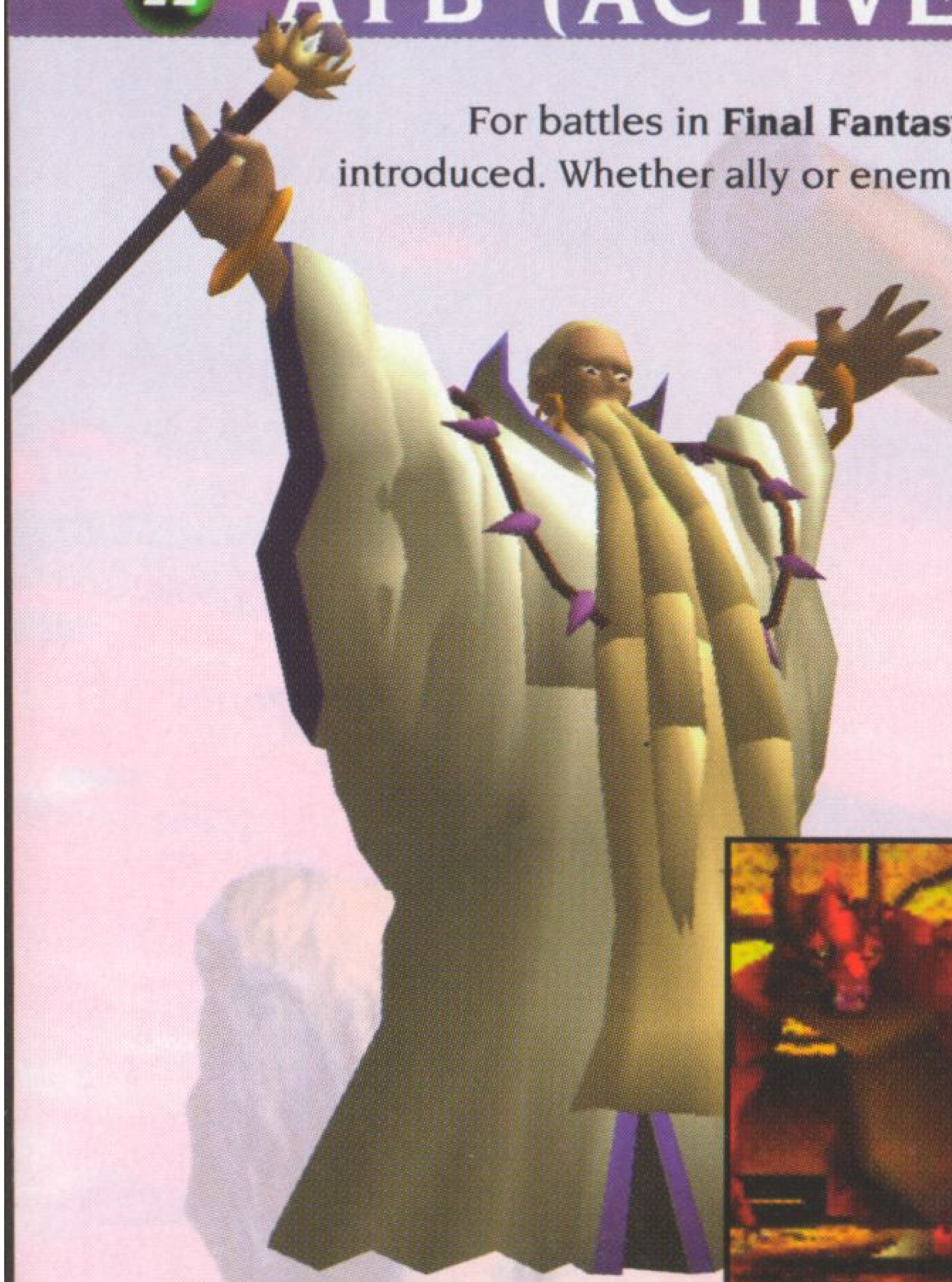
Pre-emptive Attack
Allows you to enter your commands prior to the enemy's attack. This formation is favorable to your characters.

Back Attack
An attack from behind – your front defense and your rear defense will be reversed. Furthermore, you will always be pre-empted. A real disadvantage for your characters.

Side Attack
Enemies appear between your characters, allowing you to attack them from both sides. Though you cannot change formations of your characters by using the "Change" command, this formation is advantageous to your characters.

Attack From Both Sides
Your characters are caught in the enemies' Side Attack. The enemies will always preempt you, and you won't be able to escape. You won't be able to attack all enemies with one magic spell, nor can you change formations using the "Change" command. In this formation, your characters are at a great disadvantage.

ATB (ACTIVE TIME BATTLE)



For battles in **Final Fantasy VII**, the ATB (Active Time Battle) system is introduced. Whether ally or enemy, the character whose Time gauge fills up first is given priority for entering commands. Choose commands in order to best attack or to defend yourself from the enemy.

The following commands, displayed in the command window, change as you proceed throughout the game, depending on the characters in your party.

ATTACK

You attack with equipped weapons. You can also fight your allies by selecting them as attack targets. The same applies to the "Magic" command.

LIMIT

The Limit gauge starts filling up with each enemy attack. When the gauge is full, it blinks, indicating Limit Break status. At this point, the "Fight" command changes to the "Limit" command. By selecting the Limit command, the character will be able to perform his or her unique attack called a Limit Break. If the battle ends without using the Limit Break, you can carry it over to the next battle. In this case, the Fight command will remain as the Limit command. The more damage you sustain from the enemy, the faster the Limit gauge fills up. (See page 39 for more details on Limit.)

MAGIC

When you equip magic Materia on weapons or armor (see page 33 for more details on Materia), the "Magic" command becomes available and is displayed in the window. Select the magic you want, and select who you want to cast it on. For instance, if it is attack magic, select the enemy to attack, and if it is curative magic, select one of your allies. The amount of MP consumed is the same whether it is magic that uses the Materia effect of "All" on multiple enemies or a single enemy. (Magic effective on all enemies is indicated by a red arrow next to the name of the Spell.)
If magic cannot be cast due to reasons such as insufficient MP, the name of the magic will be displayed in gray.

ITEMS

Items that affect attacks and recovery can be used in battles. Select an item and decide who will use it or against whom it will be used. If it is an attack item, select the enemy. If it is a recovery item, select one of your allies. (see page 31 for details on Items.)

BATTLE COMMANDS

CHANGE

This command will appear if you press the left Directional Button at the left edge of the battle command window. With this command, you can change the position of your characters from the front line to the rear. Characters at the rear will incur less damage from the enemy, but their damage to the enemy when attacking will be less. Placed at the front, the effect will be reversed. The changed status will not be carried over to the next battle. (See page 38 if you want to fix order.)

DEFEND

This command will appear if you press the right Directional Button at the right edge of the battle command window. If you use this command, damage incurred will be reduced by half until the Time gauge fills up.

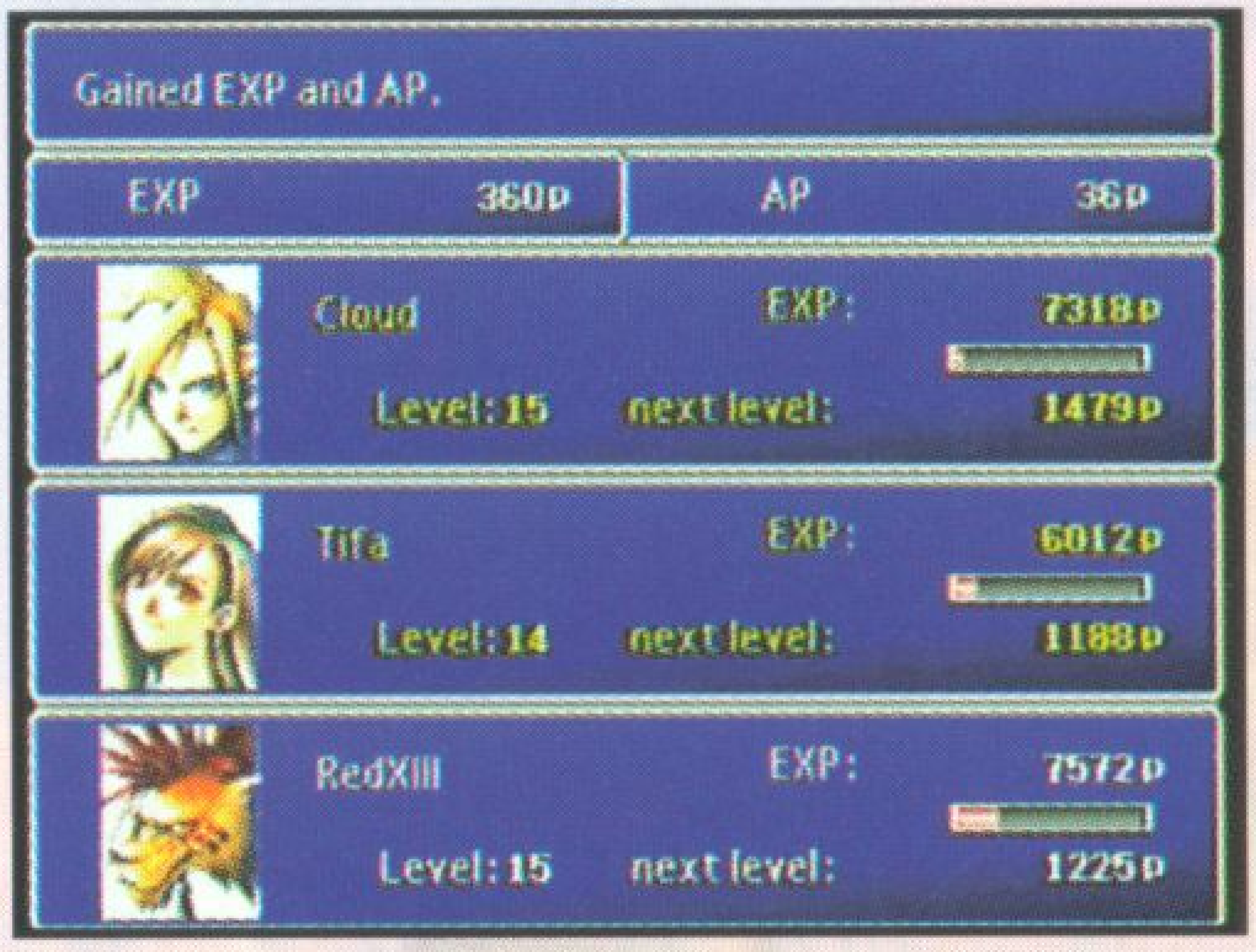
ESCAPE

If you hold down the L1 and R1 buttons simultaneously, you may be able to escape from battle. Depending on the enemy and battle formations, it is not always possible to escape. (See page 21 for details on formations.)

OTHER COMMANDS

As you proceed, you will obtain many Materia. Among them are Materia that will add commands that you can use during battle. For example, there is the "Summon" command, the "Sense" command, and the "Enemy Skill" command. Only characters equipped with the appropriate Materia can use these commands. (See page 33 for details on Materia.)

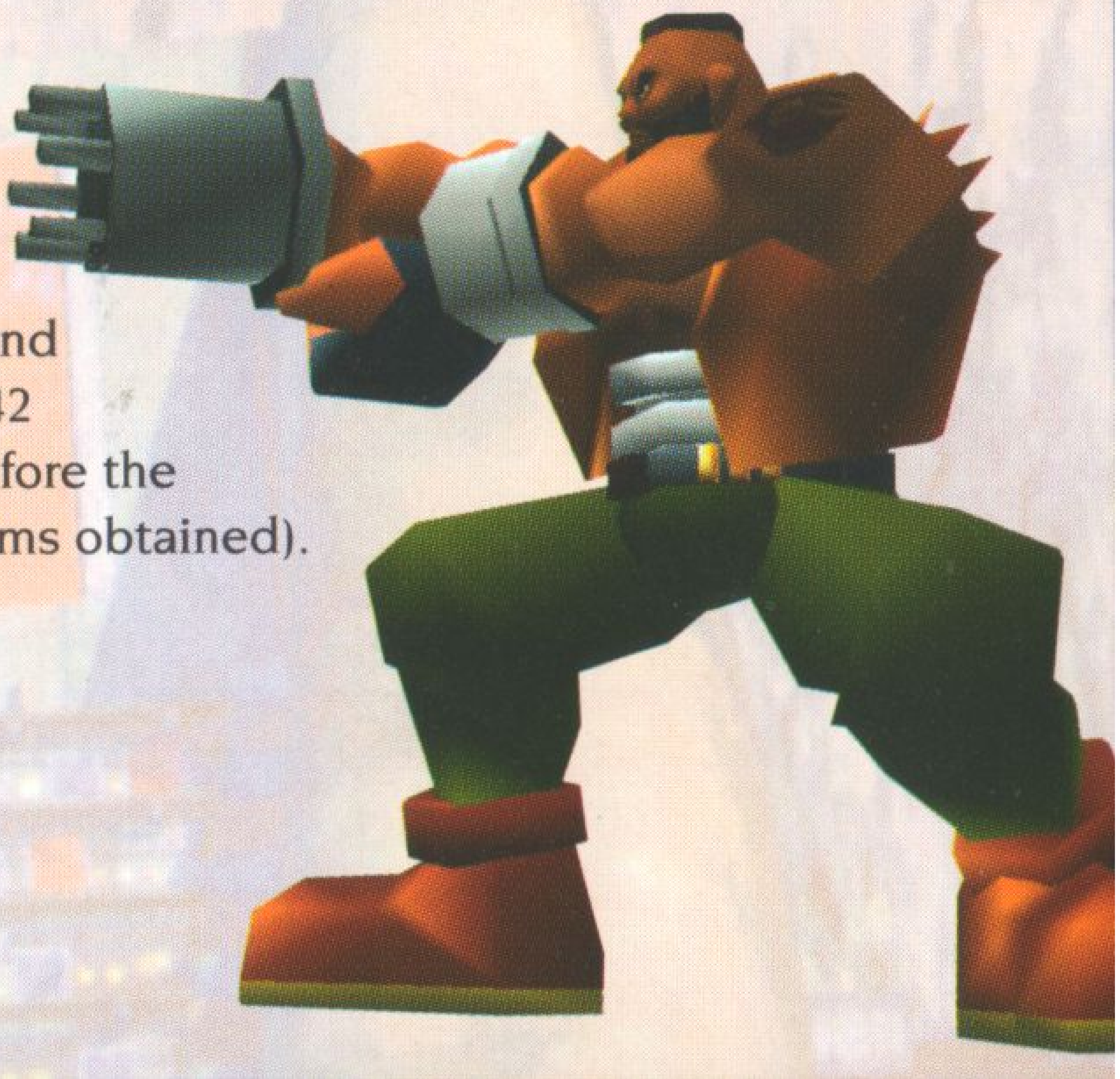
END OF BATTLE



Battles end when you have destroyed all your enemies or when all enemies or your characters have escaped. If you win, Gil, items, experience points (EXP), or Ability Points (AP) which affect Materia growth (see page 33 for details on Materia) will be awarded. Their value will vary depending on the type and number of enemies destroyed.

GAME OVER

If all your party members are critically injured or are turned to stone, the game is over. When the game ends, a screen which allows you to select your Memory Card slot will appear. If you have saved data before, you can choose the appropriate file to reload and continue the game. (See page 5 for loading; see page 42 for saving.) However, the data reverts to what it was before the Game Over screen appears (including Gil, EXP, and items obtained).



STATUS CHANGES

If a character is attacked, his/her status may fall into "abnormal" status, such as listed below. In many cases, abnormal status can be cured during battles using magic like "Heal" or items like "Hyper". Also, abnormal status will normally disappear after a battle ends. However, "Critical", "Death", "Fury", or "Sadness" can only be cured using appropriate magic or items. Any abnormal status can be cured if the character rests at an inn or in a tent. In addition to the following, there are other status conditions that can occur during battles.

Status	Condition	Cure
Sleep	You cannot enter commands until the character wakes up.	Magic "Heal", or enemy or ally's attack on the affected character
Poison	HP decreases every turn.	Item "Antidote" or Magic "Heal"
Fury	Doubles the damage incurred and causes the Limit gauge to fill faster. Hit rate against enemies is decreased.	Item "Tranquilizer"
Sadness	Decreases the damage incurred and causes the Limit gauge fill up slower.	Item "Hyper"
Petrify	The character is turned into stone, and commands cannot be entered. If all characters in your party are turned to stone, the party is destroyed.	Item "Soft" or Magic "Heal"
Confusion	The character becomes confused and attacks allies as well as enemies.	Magic "Heal", or enemy or ally's attack on the affected character

STATUS CHANGES

Status	Condition	Cure
Silence	The character becomes unable to cast magic.	Item “Echo Screen” or Magic “Heal"
Paralyzed	The character becomes paralyzed and commands cannot be entered.	Magic “Heal”
Darkness	Character's vision is obscured, hit rate against enemies is decreased.	Item “Eye Drop” or Magic “Heal"
Frog	Character turns into a frog and the ability to attack and defend is decreased. Magic other than “Transform” cannot be cast.	Item “Maiden's Kiss”, Magic “Transform"
Small	The character's size is reduced and the ability to attack and defend is decreased.	Item “Cornucopia”, Magic “Transform"
Critical	HP levels are dangerously low.	Item “Potion” types, Magic “Restore” types
Death	HP drops to zero and the character is unable to do anything. If all characters fall into this status, the party is destroyed.	Item “Phoenix Down”, Magic “Revive” types
Slow Numb	The character's body gradually turns to stone, after each turn.	Item “Soft” or Magic “Heal”
Death Sentence	A countdown begins, and at zero the character becomes disabled.	You must end the battle before count reaches zero
Berserk	Commands cannot be entered and the character keeps continuously attacking the enemy.	Magic “Heal”

HOW TO VIEW MENU SCREENS

Menu screens can be displayed by pushing the ▲ button in the Field screen; they contain the following information.

1) Current status of each party member. Reading from the left: the character's image (face), name, level, current HP/maximum HP, and current MP/maximum MP are displayed. The two gauges to the right indicate what is required to reach the next level and to perform a Limit Break attack.

2) Commands available to you. However, some of the them, such as "PHS" or "Save", can only be used at certain locations. Also, "PHS" and "Materia" commands can be used only after you obtain items "PHS" and "Materia" (For details on each command, see page 31 for Items, page 32 for Magic, page 33 for Materia, page 35 for Equip, page 36 for Status, page 38 for Formation, page 39 for Limit, page 40 for Configuration, page 42 for PHS, and page 42 for Save.)

3) Total gameplay time and the total sum of Gil the party has.

4) The location of the party.

Ten commands are available on the Menu screen; each explained below. To select commands, use the Up and Down Directional buttons, and confirm by pressing the ● button.

1. ITEMS

This command enables you to use items mainly for recovery and cure, such as "Potion" or "Phoenix Down". If you select this command, the screen shown on the right will appear. If you want to use commands other than "Use", press the ✖ button, and select the appropriate command.

Use
Choose this command to use items you possess. After selecting the item, select the character on whom the item will be used. Any items that cannot be used will be displayed in gray. Press the L1 or R1 button to scroll up and down the list of items.

Arrange
Choose this command to arrange items. Items can be arranged according to the following criteria:

- Customize: In the order you prefer.
- Field: Items that can be used in the field are listed here.
- Battle: Items that can be used during battle will be listed here.
- Throw: Items that can be thrown in battle will be listed here.
- Type: Arrange by item types, such as weapons, armor, etc.
- Name: In alphabetical order.
- Most: Arrange by the number of items in the player's possession, greatest first.
- Least: Arrange by the number of items in the player's possession, fewest first.

Key Items
Displays important items you currently possess, which will affect your progress in the game.

2. MAGIC

While you are in the Menu screen, you can cast magic for recovery, cure, and check magic like "Summon" or "Enemy Skill". When this command is selected, the screen shown on the right will appear. If you press the L1 or R1 button before you select one of the three commands listed below, other party members can be selected without going back to the menu screen. This applies to other commands, including "Materia", "Equip", "Status", and "Limit".

Magic

Choose this command to use Magic. After selecting the magic, decide upon whom the magic will be cast. Magic Spells available to you are displayed in white while those that cannot be used are displayed in gray. In order to cast each magic, Materia must be equipped on the character's weapons or armor. (See page 33 for details on Materia.) Press the L1 or R1 button to scroll up and down the list.

Summon

Displays the available Summon magic (summon monsters) and their effects. In order to cast the Summon Magic, Summon Materia must be attached to the character's weapons or armor. (See page 34 for details on Summon Materia.)

Enemy Skill

Displays the current enemy's attacks and their effects. In order to learn the enemy's attacks, a Materia called "Enemy Skill" must be attached to the character's weapons or armor.

Extra Abilities

If special abilities have been gained by equipping Materia such as "All", its effects are displayed.

3. MATERIA

If Materia orbs are inserted into slots in weapons or armor, various abilities become available. Select this command in order to equip Materia or to see its abilities. To equip the Materia, move the finger cursor to the slot in the weapon or armor, and press the ● button. Materia not equipped by other characters are available, so choose the one you want to use and press the ● button. To remove Materia, select the slot where it is equipped, and press the ▲ button.

1) The number of slots available in the weapons and armor currently equipped on the characters are displayed here.

2) The Ability of the Materia equipped in the slot is shown.

3) Information on the equipped Materia , including the name of the Materia, the level, the AP (Ability Point), the required AP to reach the next level, future abilities, and the effects of the Materia.

Ability List
Abilities given to the character by equipping the Materia are displayed. Available Abilities are shown in white. Abilities shown in gray are not yet available.

Equip Effects
By equipping certain Materia, a character's Strength, Magic, MAX HP (maximum HP), or MAX MP (maximum MP), may change. If any of these values increase, the increased value will be shown in yellow. If they decrease, the decreased value will be displayed in red.

AP (Ability Point)
The APs (Ability Points) gained up to now for that Materia. APs are gained if you win battles. Materia that is not equipped on weapons or armor (that is, if you just possess it), will not obtain APs. If the AP exceeds the value of "to next level" shown on the right, the Materia level goes up, and the number of available abilities increases and the effects will be stronger. Most Materia can go up to level 5.

4) Move the finger cursor to "Check" and press the ● button. Commands and Magic available to the character during the battle due to the equipped Materia will be listed.

By using "Arrange", un-equipped Materia can be arranged, or all equipped Materia can be removed at once. Also, any excess Materia can be disposed of. Use "Exchange" to switch Materia between all party members, whether they are present or not.

5) Move the finger cursor to the slot for Materia and push the ● button. Materia in your possession (not equipped) and their effects when equipped are displayed.

MATERIA TYPES

Various types of Materia appear in the game. Materia can be divided into five groups based on their Abilities.

Independent Materia
Purple Materia. This enhances the characters' Status, such as maximum HP and strength. (See page 36 for details on Status.)

Support Materia

Blue Materia. This Materia shows full effect when used in conjunction with other Materia, such as "All" or "HP Plus". Make sure you insert this Materia in linked slots (either slot is OK) when equipping this Materia in a weapon or armor. Insert Command Materia or Magic Materia in the other slot. The effects of these Materia will be enhanced with Support Materia.

Command Materia
Yellow Materia. This will increase the number of commands that can be used during battle, such as "Steal" and "Throw".

Magic Materia
Green Materia. This will enable you to cast a number of Attack Magic and Curative Magic.

Summon Materia
Red Materia. This will enable you to cast Summon Magic during battle, in order to call a Summon Monster.

4. EQUIP

This command equips characters with weapons, armor, and accessories. Even if weapons or armor have been acquired, they will not become effective unless equipped.

Weapons

Once a character has equipped weapons, their Attack Power and Attack % Status will change. (To view the Status, choose the weapon currently equipped and press the ● button.)
If you have other weapons available to equip, they will be displayed in the lower right box. Select the weapon to equip, and press the ● button.
The Status change is shown in two columns in the lower box. The left value indicates the Status of the equipped weapon, while the right indicates the Status of the one you want to equip.
Yellow numbers mean that the Status will increase, and red numbers mean that they will decrease. To remove the equipped weapon, select that weapon and press the ● button.

Armor

When a character is equipped with armor, the Defense, Magic Defense, and their percentages will change. Armor equips in the same fashion as weapons.

Materia Slots

The number of Materia slots in corresponding weapons or armor is indicated here. (See page 33 for details on Materia.) The linked slots are for using Support Materia and other types of Materia in conjunction to increase the power of Abilities.

Materia Growth

The growth speed of Materia is indicated. The speed varies depending on the weapons and armor. "Normal" does not change the speed, but "Double" doubles the APs obtained.
On some weapons and armor, Materia does not grow at all.

Accessories

Various effects can be gained by wearing accessories. Some accessories change the character's Status. Accessories equip in the same fashion as weapons and armor.

5. STATUS

The current Status of the character is displayed. Press the ● button to display current properties.

1) The current condition of each party member is displayed. Reading from the left are: the character's image (face), name, level, current HP/maximum HP, current MP/maximum MP, and total EXP. Also, there are gauges that indicate required EXP to reach the next level and required Limits to perform Limit Break attacks. (See page 39 for details on Limit Breaks.)

2) Each party member's current Status values are shown here. Reading from the top are: Strength, Dexterity, Vitality, Magic, Spirit, Luck, Attack, Attack %, Defense, Defense %, Magic Attack, Magic Defense, and Magic Defense %.

3) A window listing battle commands available to the character is displayed. (See page 23 for details on Battle commands.)

4) Weapons equipped on the character, number of Materia slots, types (colors) of Materia equipped, and accessories equipped on the character are displayed.

1) ELEMENTS

By equipping certain weapons, armor, or accessories, each character can gain special Elemental Abilities useful for both offense and defense. When the character obtains these Elements, the name of each Element is shown in white. The nine Elements are Fire, Ice, Lightning, Earth, Poison, Gravity, Water, Wind, and Holy.

Attack

When you attack enemies who have certain Elements as their weak points, you can give them twice as much damage. On the other hand, if the enemy is resistant to those Element, you can give them only half as much damage, or in the worst case, the damage may become void or absorbed.

Attack Effects of Each Element

Fire:	Effects of fire. Effective against beasts and ice enemies.
Ice:	Effects of ice. Effective against enemies weak against cold, or fire enemies.
Lightning:	Effects of lightning. Effective against mechanical enemies.
Earth:	Attacks utilizing the power of the earth. Not effective against flying enemies.
Poison:	Poisons opponents. Not effective against poisonous enemies.
Gravity:	Attacks utilizing power of gravity.
Water:	Calls on the power of water. Effective against fire enemies.
Wind:	Calls on the power of wind. Effective against flying enemies.
Holy:	Calls on the power of the planet. Effective against the enemies of darkness.

Half reduction
When attacked by enemies with certain Elements, the damage incurred will be reduced to one half.

Void
When attacked by enemies with certain Elements, no damage will be incurred.

Absorb
When attacked by enemies with certain Elements, the damage will be absorbed as your own characters' HP.

2) EFFECT

Certain weapons and armor provide enemies with abnormal status, or protect you from those abnormal status. If any of the weapons or armor currently equipped has such effects, the name of the abnormal status will be displayed in white.

Attack
When attacking the enemy, in addition to inflicting the usual damage, you can also inflict an abnormal status effect (for example, Poison, Sleep).

Defense
When the enemy tries to cause abnormal status to the character, the attack by the abnormal status effect can be avoided (for example, Poison, Sleep).

THIS IS A LISTING OF THE ABNORMAL STATUS EFFECTS.

6. ORDER

This command is used to change the characters' positions or to move them to the front or the rear of the ranks. Select the character, and choose the location to move the character (or choose the character to switch places with). To change the character from the front line to the rear, move the finger cursor to the character and double-click the ● button.

Front
By moving your character to the front, Attack Power will increase, and Defense will decrease. Attack Power and Defense against Magic doesn't change.

Rear
By moving your character to the rear, Defense will increase, and Attack Power will decrease. Attack Power and Defense against Magic doesn't change.

7. LIMIT

By using this command, you can perform Limit Break attacks when your character reaches Limit Breaks during battles. You can also find out the effects of the attacks. Limit gauges are displayed at the upper right corner, which shows the progress towards the next Limit Break.

Initially, you can only use Level 1 attacks, but as you go through a number of battles, the characters will learn higher level attacks. To select an attack to perform, move the finger cursor to "Set" and press the ● button. Then select the "Break Level" shown in white at the bottom of the screen. You will be asked whether you want to change the Break Level. If you want to change it, choose "Yes", and the limit gauge will return to zero; if not, choose "No."

To find the effects of the Limit Break attacks, move the finger cursor to "Check" in the screen, and press the ● button. Select the level of the attack you want to check, then select the attack's name.

When Your Status is 'Fury' or 'Sadness'

If your status becomes 'Fury', the Limit gauge fills up faster and is shown in red. If your status becomes 'Sadness', the limit gauge fills up slower and is shown in blue. (See page 36 for details on Status.) Abnormal conditions such as Fury or Sadness can be cured with the appropriate items or magic.

8. CONFIGURATION

By using this command, you can change the game system according to the your preference. Use the Directional Buttons to select various options, then press the ● button to confirm.

Window Color

The colors of the four corners of the window background can be changed by mixing the three colors, RED, GREEN, and BLUE. Press the ● button in order to move the finger cursor to the right window. Use Directional Buttons to select the corner of the box you wish to change, then press the ● button. Change colors using the Right and Left Directional Buttons, and press the ✖ button. When you have finished changing colors of all four corners, press the ✖ button again.

Sound

The sound mode can be changed between Mono and Stereo.

Controller

The controller settings can be changed to Normal or Customize. To choose Customize, press the ● button to display the window, then press the START button. The finger cursor will appear to the left of the buttons in the box. Select the button you want to change by using the Up and Down Directional Buttons. Then push the button you want assigned to that function. When you finish customizing your button settings, press the Left or the Right Directional Button. (See page 12 for details on the default settings.)

Cursor

Even after you close the window, the last position of the finger cursor can be stored.

ATB
You can set the time flow during battles to one of the following three options:

Active: For skilled players. Time lapses even while you are selecting commands such as Magic and Items.

Recommended: For moderately skilled players. Time stops while the screen effects are displayed when using Magic and Items.

Wait: For beginners. Time stops while you are selecting commands such as Magic and Items.

Battle Speed
Speed of time flow during battles can be changed.

Battle Message
Message speed during battles can be changed.

Field Message
Message speed in the Field screen can be changed.

Camera Angle
Screen angles during battles can be changed.

Auto: The camera angle (view) changes constantly, making the battle exciting and realistic.

Fixed: The camera angle is fixed to a specific angle when you encounter enemies. The battle continues at this fixed angle.

Magic Order
When selecting Magic to cast during battles, you can choose between six types (No. 1 through No. 6) of sequences for listing Magic in the window.

9. PHS

Once you have more than three members in your party, two members besides Cloud must be chosen. To do this, an Item called "PHS" is required (except for certain Events). This Item will become available to you during the game. However, members can be switched only in the World Map screen and at Save Points. Switch party members as follows:

Select the character you want to remove from your party. Move the finger cursor to the character, and press the ● button. (If you press the ● button again, details on that character will be displayed. However, information on Cloud will not be available.)

Move the finger cursor to the other characters. Select the character you want to add to the party, and press the ● button. (If you move the finger cursor to a character and press the ● button twice, details on that character will be displayed.)

10. SAVE

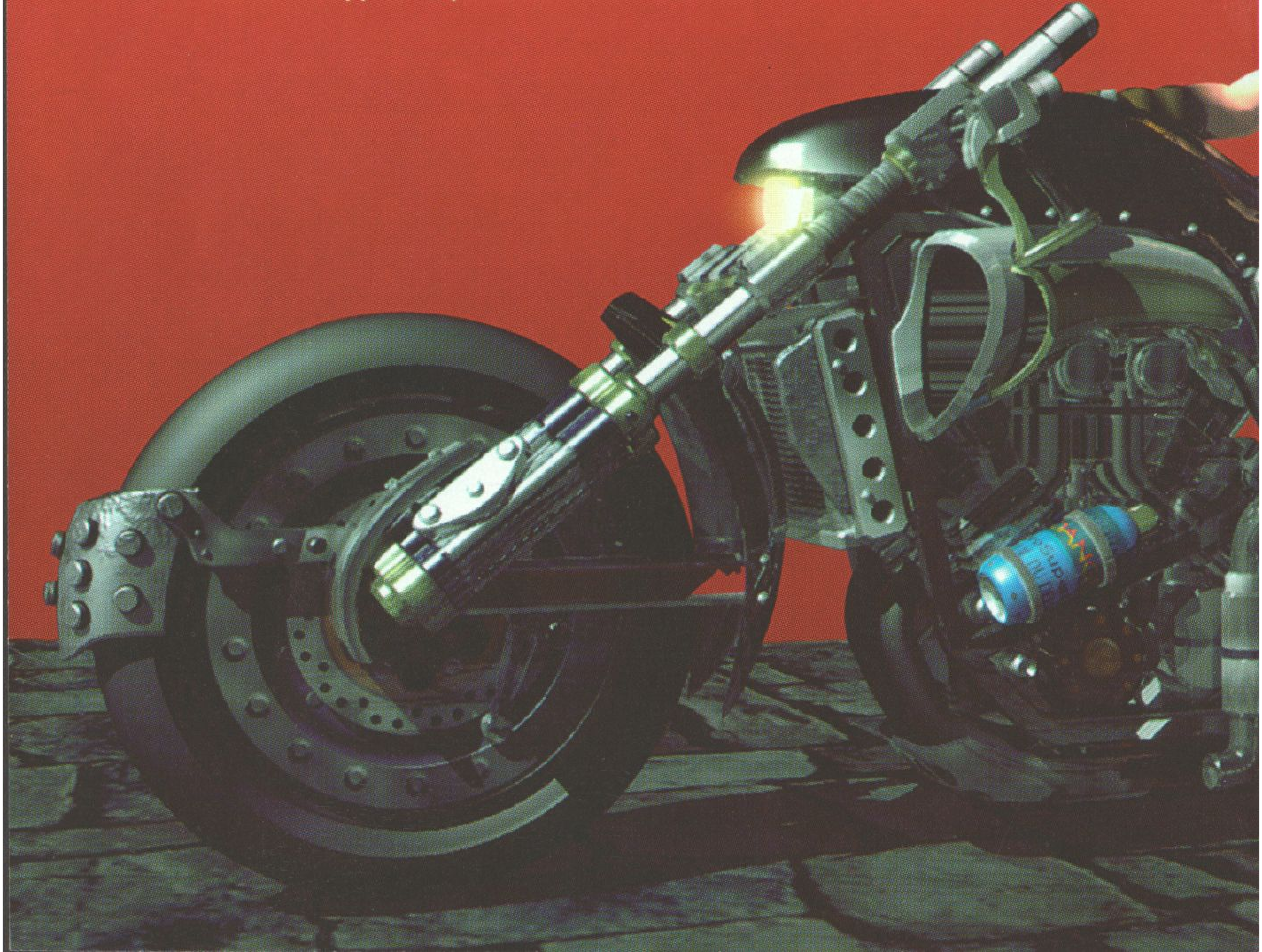
Execute this command at a Save point to save your game contents up to that point to a Memory Card. In the World Map screen, regardless of your location, you can save the game by pressing the ▲ button and opening the Menu screen.

In order to save the game in the Field screen, move the character to a Save point. A window explaining ways of saving will appear. Close the window by pressing the ✖ button, and open the Menu screen by pressing the ▲ button. Select the "Save" command by using the Directional buttons and press the ● button. Select the slot in which the memory card is inserted ("Slot 1" or "Slot 2"). Memory cards just purchased are not formatted. In that case the game will ask you whether you would like to format it or not – format the card following the on-screen instructions.

Use the Up and Down Directional buttons to select the file in which you want store the saved data and press the ● button. Though only three files appear on the screen, other saved files will appear if you press the Up and Down Directional buttons. Up to 15 saved files can be stored on one memory card. If the card already contains other game data, fewer files will be available.

VEHICLES & MACHINES

As you proceed in the adventure, you will be able to travel in a variety of vehicles. By using these vehicles, places not accessible by foot can be reached. Many different vehicles and machines will become available during the game. Instructions on using each vehicle will appear as you use it for the first time.



CHOCOBO

If you have a Materia called "Chocobo Lure", you can catch a Chocobo in certain areas in the World Map screen by walking on the Chocobo's tracks. Chocobos can move around areas you cannot reach by foot, such as rivers, seas, and mountains (different Chocobos have different abilities).

You can get off a Chocobo by pressing the ✖ button, once you do the Chocobo will run away. You cannot ride the same Chocobo more than once. In order to ride another Chocobo, you must catch one again. Riding a Chocobo is the same as walking except for the use of the ✖ button.

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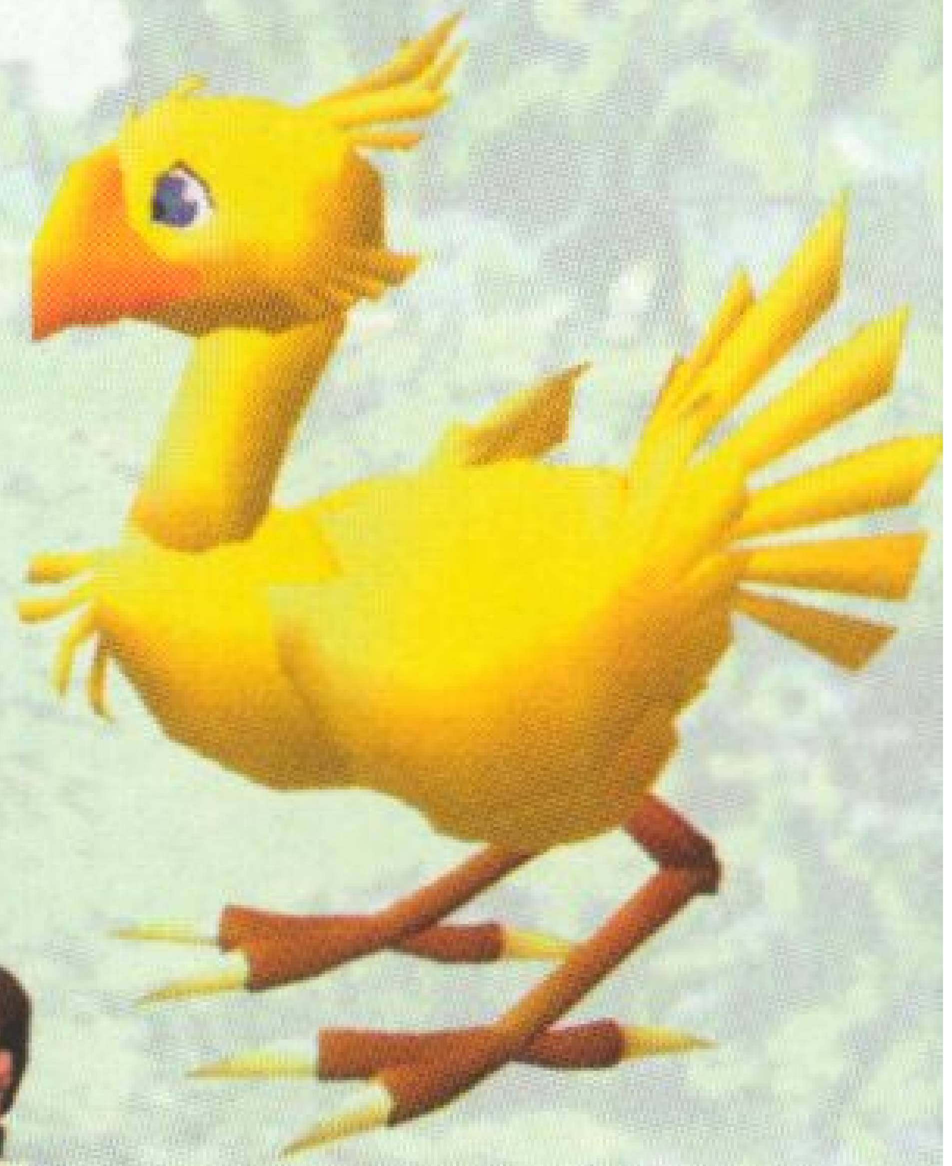

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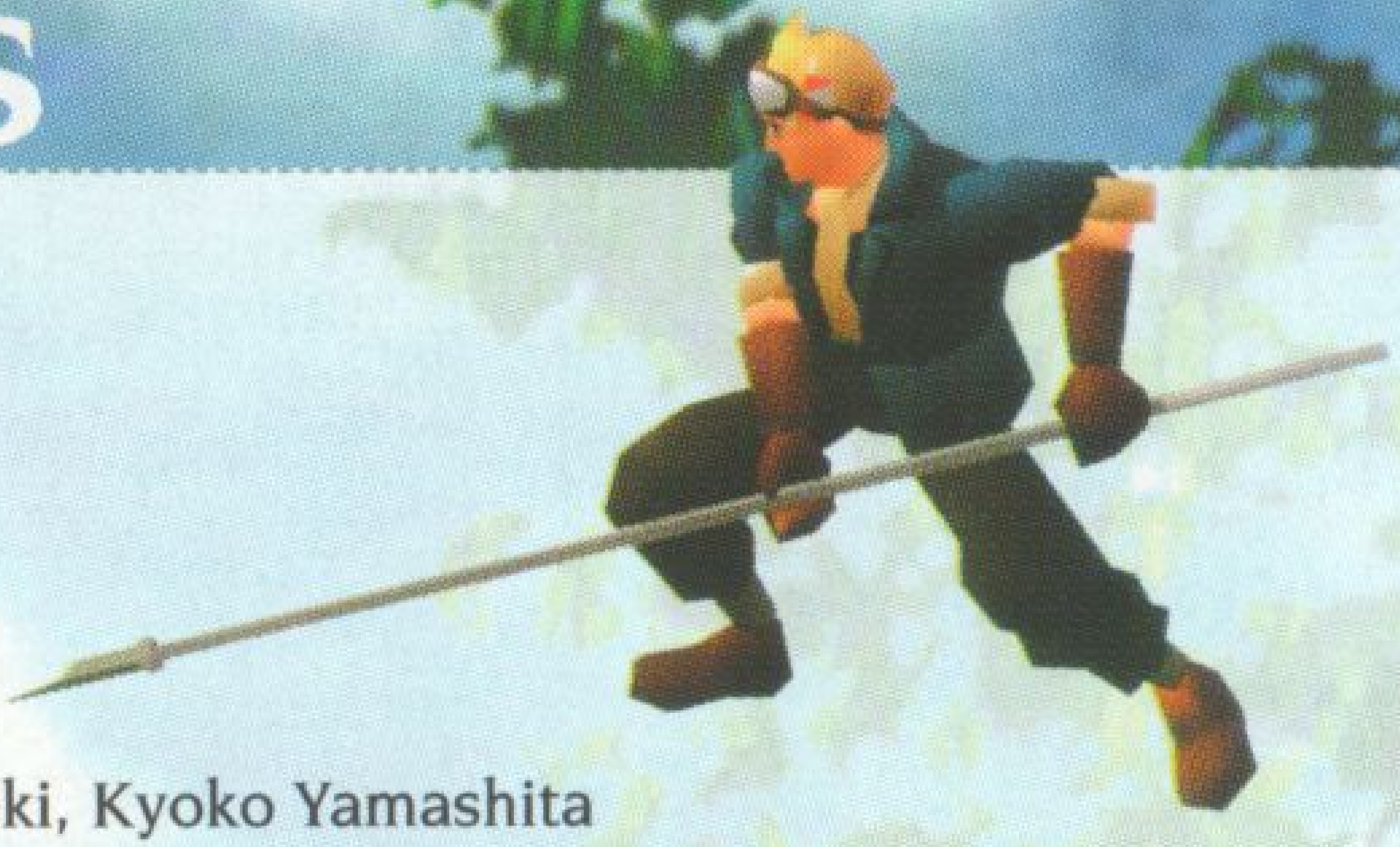

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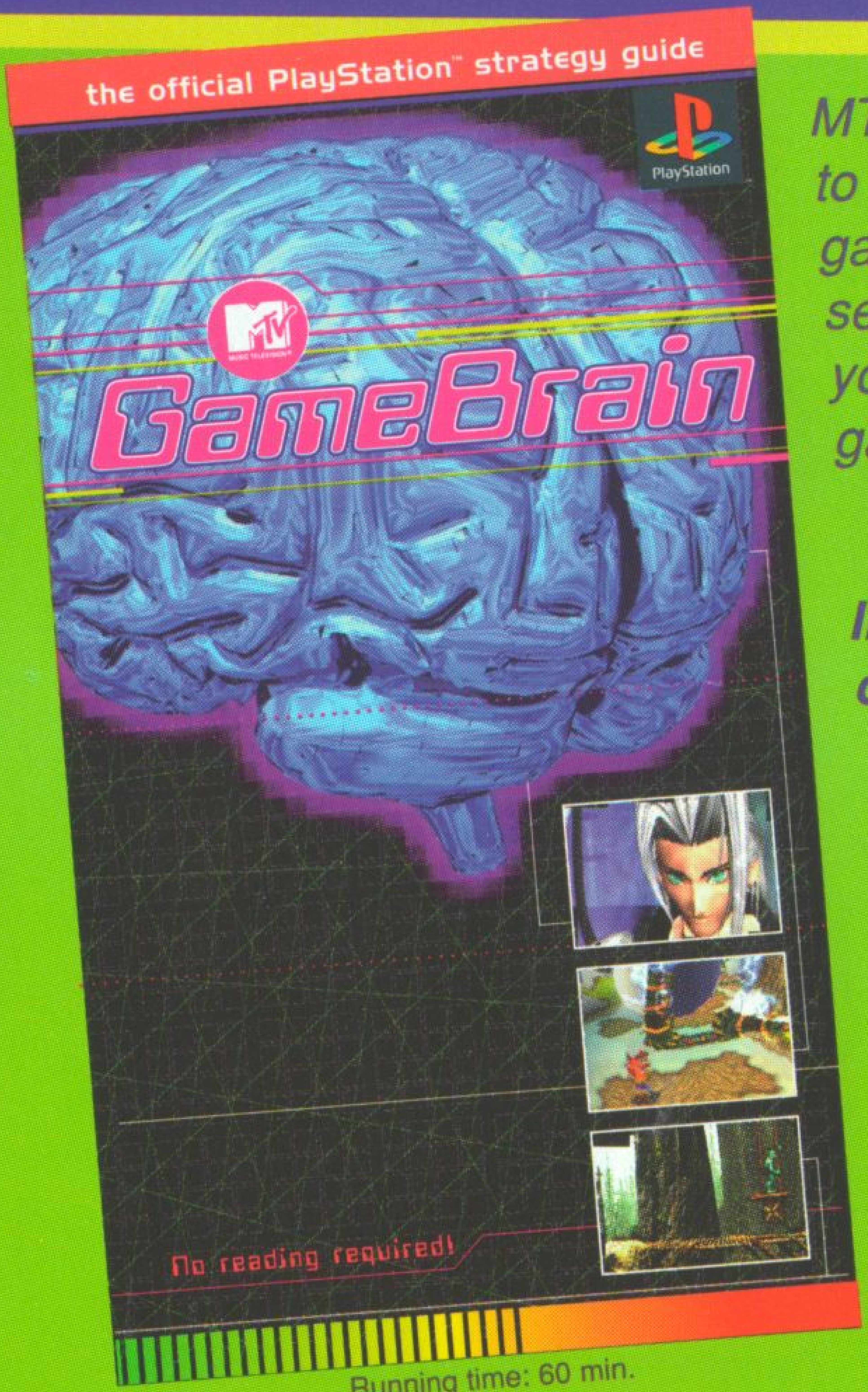

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BradyGAMES STRATEGY GUIDES

Written by
David Cassady

Final Fantasy VII: Mini Strategy Guide

Introduction

Are you ready to take your first step into Midgar?

If not, then take a moment to peruse our "Tips for First Timers." If you're really stuck and don't know what to do, check out our "Mini Walkthrough."

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The "Tips for First Timers" section lists lots of helpful bits of information that every gamer should know. Don't worry though—the tips *don't* give away anything that could spoil the game for you.

You may even want to take a quick look at the "Mini Walkthrough." This is just a short, hand-holding walkthrough of Cloud's first mission with Avalanche.

It's *very important* to note, however, that this section gives away *everything* about Avalanche's assault on Shinra's North Mako Reactor. So, if you don't want to know, don't look!

The "Mini Walkthrough" also helps you become accustomed to *Final Fantasy VII's* gameplay and provides a lot of useful tips that will come in handy later in the game. If you enjoy this section, make sure you check out the ad in the manual on how you can order the BradyGAMES *Official Guide to Final Fantasy VII.*

Tips for First Timers

Is this your first *Final Fantasy* adventure? If so, then the following tips are especially for you. While you're playing, keep in mind that even "veterans" of the *Final Fantasy* series may find the following information useful for brushing up on their adventuring skills.

There are certain truths that are universal to the worlds of *Final Fantasy*. Knowing these truths will make your quest less frustrating and considerably more enjoyable. So before you charge into Midgar, take a few moments to arm yourself with the ultimate weapon: Knowledge!

General Tips

- Save often—you never know what lies around the next turn.
- Talk to everyone—several times. Some characters won't spill their guts the first time you speak to them; however, they'll tell you everything the second and third times around.
- Major events in the game often change what some characters say and do. If something earth-shattering occurs, revisit nearby villages to see if anything changed.
- After acquiring a vehicle, leave it in a place where you can easily retrieve it. Otherwise, you can easily get completely cut off from your transportation.

- Riding **Chocobos** is a fun way to get around quickly, but it's not always the best choice. The random battles that occur while traveling between towns are critical for raising your levels and fattening your wallet.

Items

- Carry lots of **Potions, Ethers,** and **Phoenix Downs.** These items help the most during battles when your magic runs dry.

- Most status effects—either good or bad—only last until the end of a battle. You should carry a few of the items that cure such effects (four or five tops) just to be safe. However, don't waste **Gil** weighing yourself down with a ton of useless supplies.

- Look for special items like **Power Source** and **Guard Source** to give your characters a boost. Each "**Source**" *permanently* increases one of your character's statistics by a point.

Weapons & Armor

- Always equip new armor and weapons when you obtain them. You should occasionally check your inventory to make sure you didn't miss the addition of a new item to your inventory.

- The strongest weapon is not always the best choice. Always take into account how much **Materia** a weapon can store and what kind of effect it has on the Materia's growth rate.

BradyGAMES STRATEGY GUIDES

- You don't need to purchase each new weapon and piece of armor you find. You should keep your main party outfitted in the latest gear, but only buy for *inactive* characters if you have an overabundance of **Gil**.

- Your armor and accessories can seriously affect the outcome of a battle. For example, an enemy that uses nothing but water-based attacks will have trouble injuring someone equipped with the **Water Ring**.

- Items like the **Water Ring** enable your party to absorb normally harmful spells for healing purposes.

MATERIA & SPELLS

- Over the course of your adventure you'll have the opportunity to buy lots of Materia. Although you can find most of it just lying around, you may want to buy a second **Materia** crystal for essential spells like **Cure** and **Life**.

- **Enemy-All** is one of the most valuable Materia for eliminating multiple enemies. But it can also be teamed up with a Materia that gives the entire party bonuses, like **Restore** or **Time**.

- Each Materia gives the equipped character certain bonuses and penalties. Avoid overloading characters with Materia that have heavy penalties or you may seriously decrease the character's effectiveness.

- **Summon Materia** is sometimes difficult to find. You should search everything and everywhere as you explore. If you can't enter an area now, return later and the path may have opened.

- Some of the most valuable spells cause no damage at all and are commonly overlooked. If you want to master *Final Fantasy VII*, you must learn how to effectively use Materia like **Time** and **Mystify.**

BATTLE

- Characters equipped with short-range weapons (swords, staffs, etc.) cause less damage while standing in the back rank. Even if they're in the front ranks, they still cause less damage if they're forced to attack an opponent's back ranks.

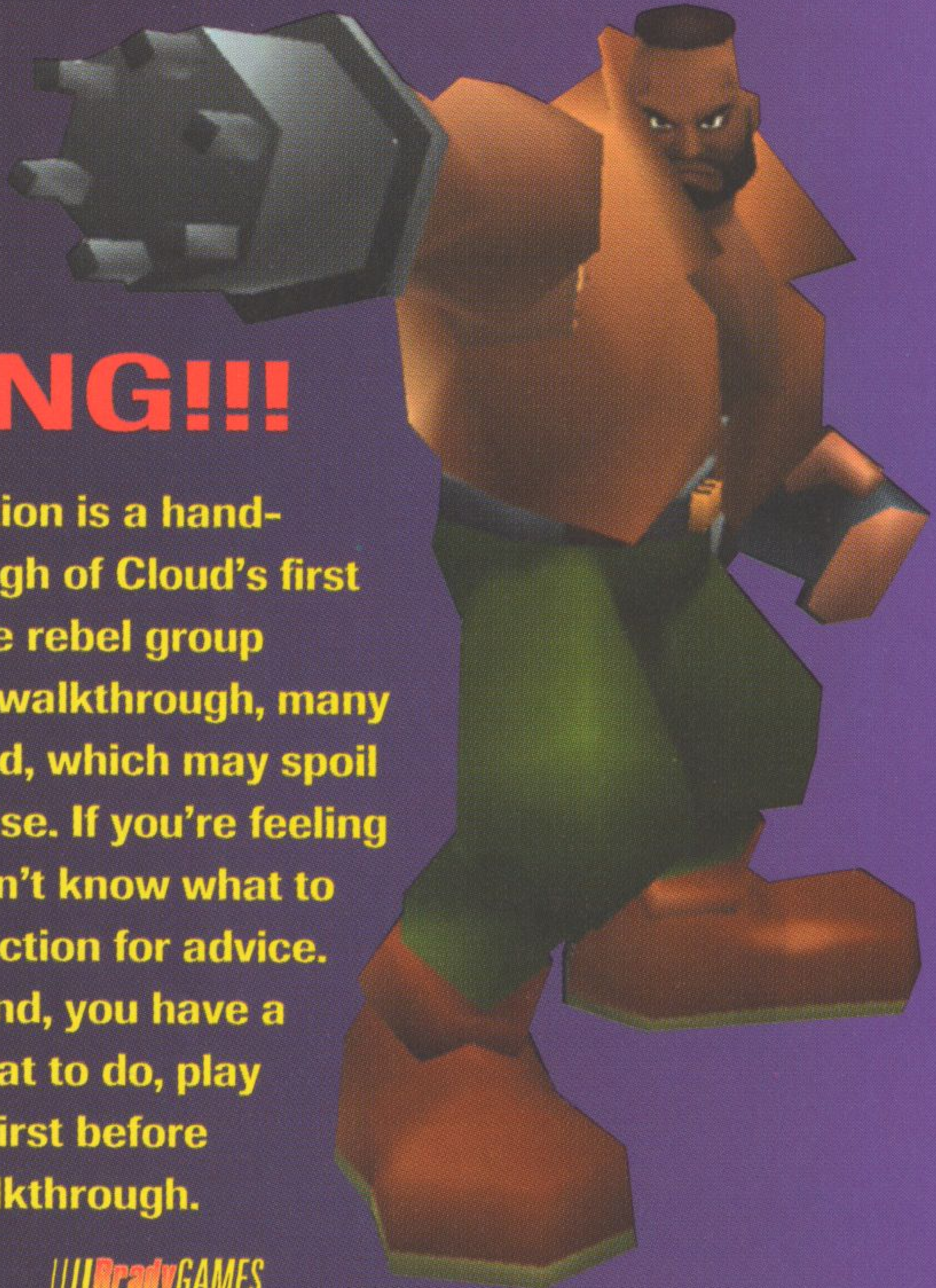
- Characters equipped with long-range weapons can attack from the front or back rank *without* weakening their attacks. They can also attack an opponent's back rank without a loss of power.

- You can only hit some enemies (mainly bosses) with long-range weapons. Even if your character's best weapon is best suited for close-range attacks, make sure you keep a long-range weapon in your inventory just in case.

- Each player will progress through the game at a different pace. Depending on how quickly you find your way around, you may occasionally need to "build" your levels or fill your pockets with Gil. To accomplish this, roam around a town and fight the local hordes of enemies, resting at an Inn when necessary.

- After becoming familiar with the enemies in an area, take a few moments to re-equip your team. For example, if you're facing ice beasts, equip lots of **Fire Materia** and accessories that protect you from ice attacks.

WARNING!!!



The following section is a hand-holding walkthrough of Cloud's first encounter with the rebel group Avalanche. In the walkthrough, many things are revealed, which may spoil some of the surprise. If you're feeling totally lost and don't know what to do, refer to this section for advice. If, on the other hand, you have a good grasp on what to do, play through the area first before consulting the walkthrough.

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Assault on Reactor No. 1

After meeting several members of the rebel group known as Avalanche, Cloud joins their effort to bomb Shinra's Mako Reactor No. 1. The plant is heavily guarded by Shinra's forces, so the group hijacks a train bound for the adjacent slums.

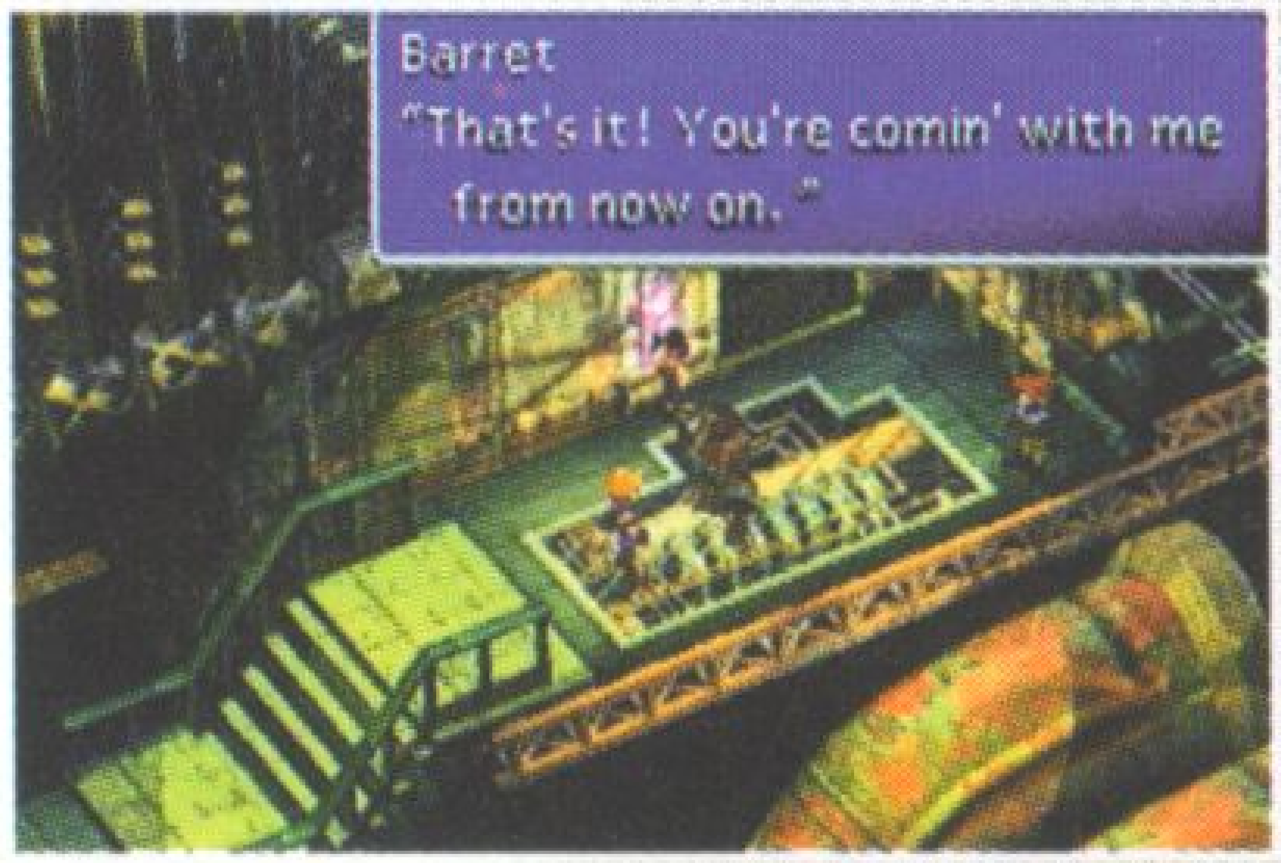
The guards at the station are easily overpowered as the mission quickly gets underway. Cloud exits the train and must follow the rest of the team off the platform. Make sure you check the downed guards to collect two **Potions**. Before Cloud can reach the end of the platform, two **MPs** initiate combat with Cloud.

But don't worry, this is one of the few times Cloud has to fight alone. Even so, the **MPs** aren't much of a threat. Cloud and his companions are more than a match for most of the enemies you'll face in the Mako reactor. After the battle, follow Cloud's companions to the reactor gate and then into the reactor itself.

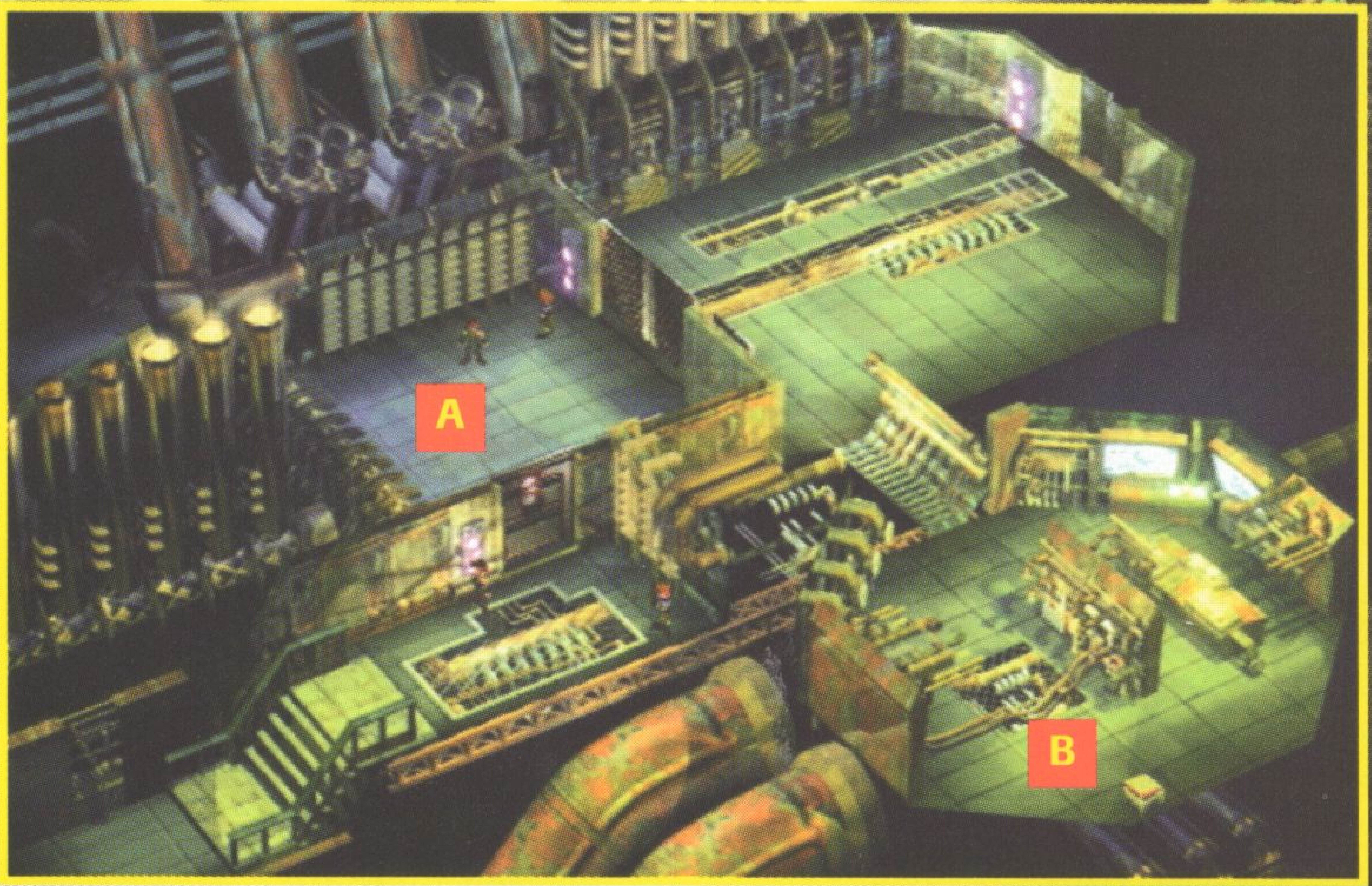
Battle Tip: In most of the early battles, you'll only use your characters' normal attacks. You can cut down the selection time by holding the ● button as a character's Time Bar finishes filling. This automatically selects your normal attack and the closest enemy.

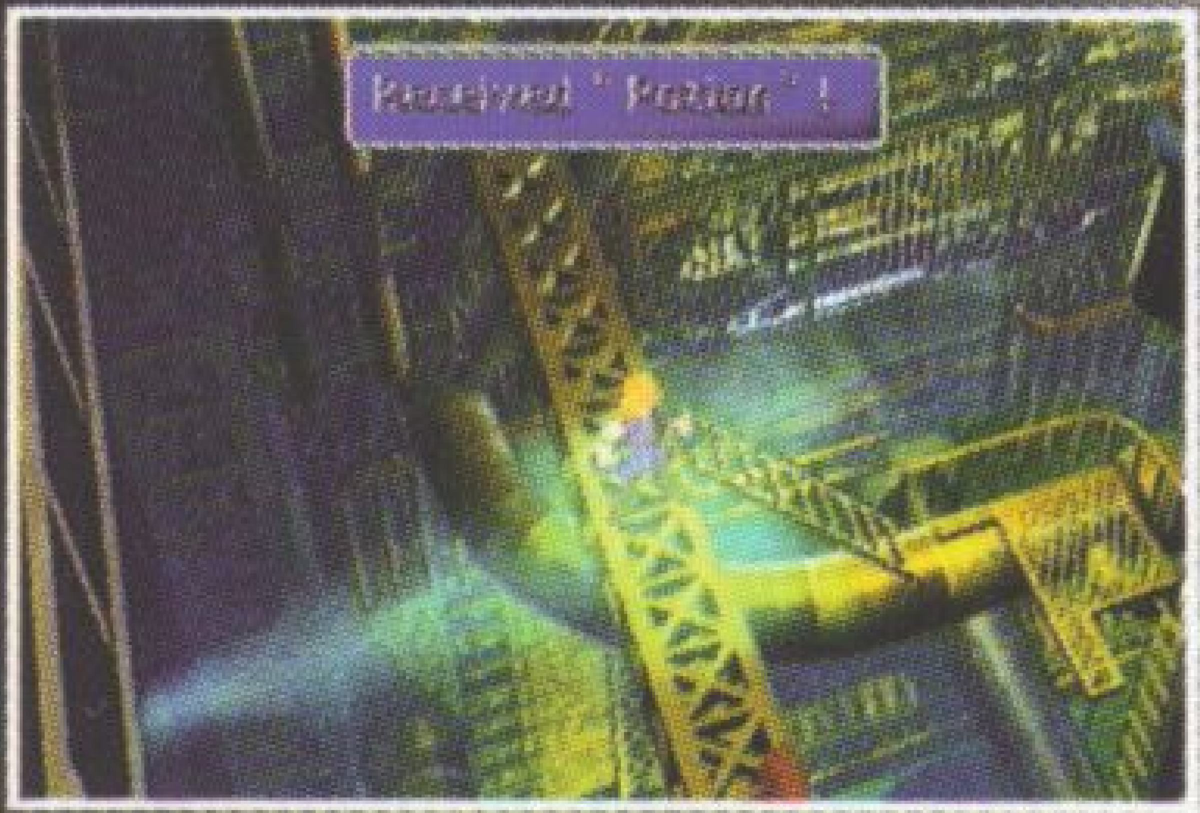
Despite the rebel band's doubt surrounding Cloud's allegiance, the team quickly infiltrates the reactor. The ever-cynical Barret explains the reason for Avalanche's existence: It seems Shinra's Mako reactors are depleting the planet's Mako energy. If Shinra isn't stopped, the whole planet may die. Because so few people understand Mako, Avalanche may be the only hope of saving millions of lives.

In true mercenary fashion, Cloud makes it clear that his interests lie elsewhere. At this point, Barret joins Cloud for the rest of the mission.



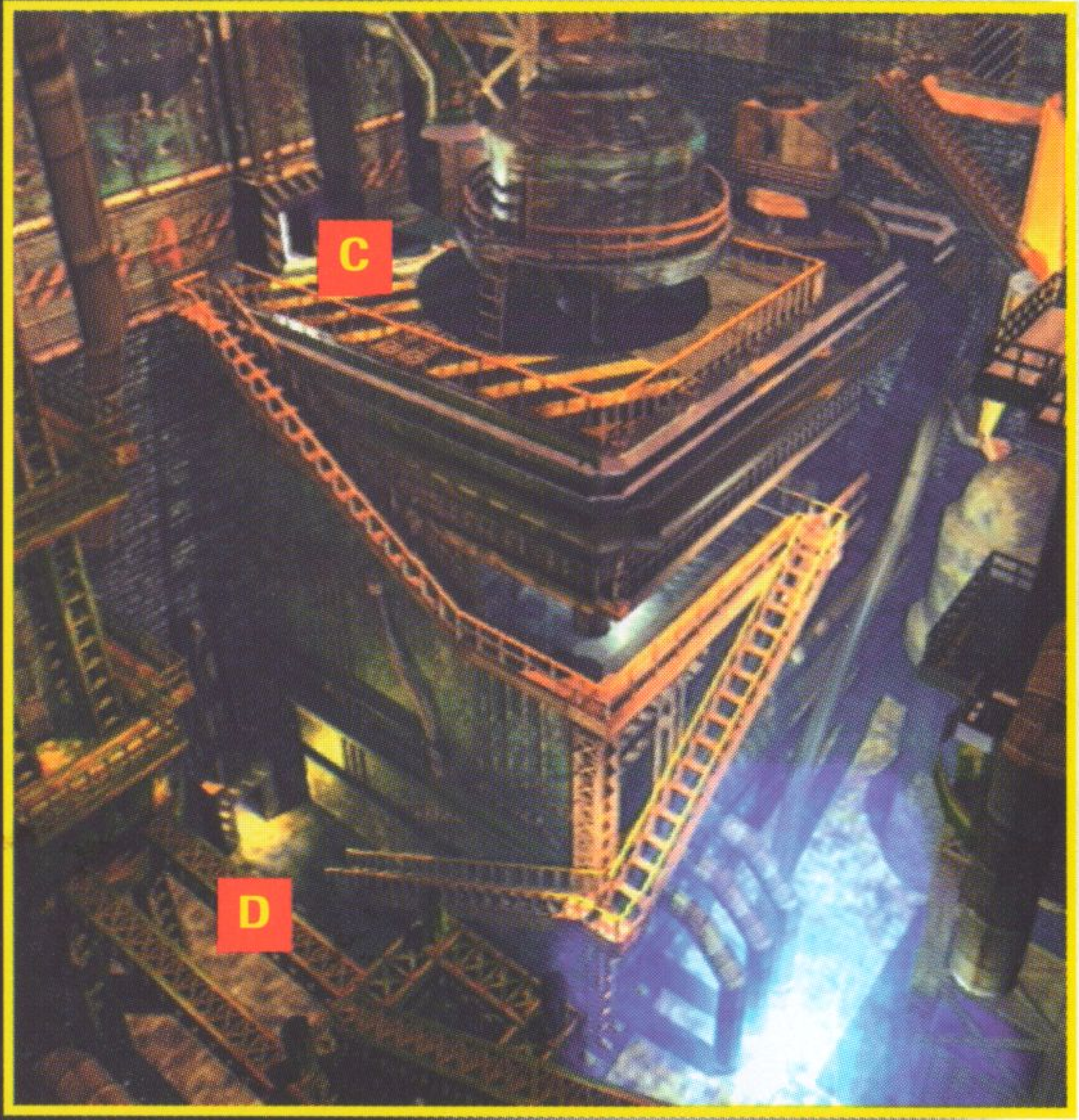
Two security doors block the only passage in or out of the Mako reactor (A). Speak with Biggs and Jessie and they'll open the gates. Don't enter the elevator just ahead until after you've picked up the **Phoenix Down** (B) in the control room to the right.





Follow Jessie out of the elevator (C) and into the reactor (D). After giving you a quick lesson on using ladders, she steps aside as you continue deeper into the reactor. Make sure you grab the **Potion** just in front of Jessie's sentry position.

Note: The party will find many useful items like Potions lying around different areas of the game. Keep your eyes open or Cloud may run right past one.



After traveling a little further, the party encounters tougher enemies, plus you get your first chance to save the game. Step on the **Save Point**, access the Menu, and then choose Save. You should also use this opportunity to heal the party before moving onward.

Battle Tip: Some enemies have a weakness or immunity to at least one type of element. For example, Ice-based creatures falter against fire, but are healed by any type of ice-based attack. In this area of the game, you'll run into several mechanical enemies, like the Sweeper. You can short-circuit these motored menaces with the Bolt spell.

As Cloud approaches the Mako reactor, he finds a **"Restore" Materia** on the floor—unfortunately he can't do anything with it right now. You'll often find some Materia lying on the ground; however, others will be less obvious.

When you approach the reactor, Barret makes Cloud set the bomb. After the attempted intervention of a mysterious voice, Cloud happily obliges. Unfortunately, their actions trigger an alarm that alerts Shinra's forces to their presence.

Boss Fight: Guard Scorpion

Although the **Guard Scorpion** has some deadly attacks, Cloud and Barret's combined strength should be more than enough to punch his ticket.

Start the battle by having Cloud pummel the Scorpion (another mechanical creature) with constant **Bolt** spells while Barret uses his normal attack.

Battle Tip: Keep your eye on Cloud and Barret's hit points (HP). If either falls below 100, use Potions to heal them.

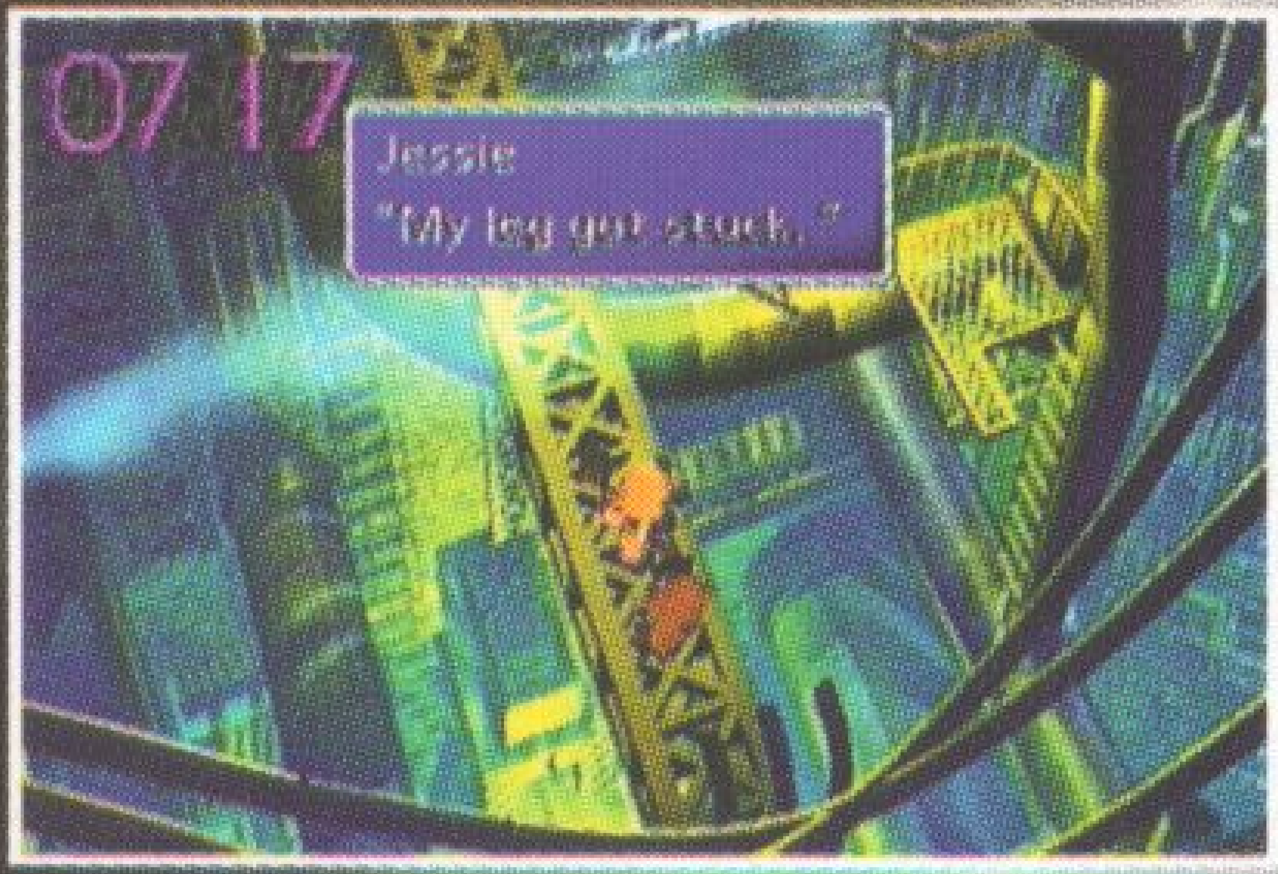
After several attacks, the **Guard Scorpion** raises his tail and begins to shake violently, at which point Cloud warns Barret to be careful. When this occurs, stop your attacks. Attacking the boss while his tail is raised over his head causes him to counterattack with his super weapon, the **Tail Laser**. This move causes close to 75 points of damage to *both* characters. When the boss returns to his normal stance, continue your regular attack pattern.

The Guard Scorpion is easily destroyed. Now Cloud has only 10 minutes to evacuate the Mako reactor before the bomb explodes.

Before running for the exit, quickly equip Barret with the **Assault Gun** that gets left behind by the boss. You may want to save your game on your way out just in case something unexpected occurs.

Note: The timer runs continuously, and on *all* screens, so you need to finish your battles quickly. If time is short, you can run from your enemies by holding R1 and L1.

As Cloud makes his way through the pipes and support structures, he finds Jessie stuck where he had left her. Help Jessie release her foot and then follow her to the exit. If you fail to rescue Jessie, you won't be able to open the security doors above.



When you reach the security doors, speak with Jessie and Biggs again. They'll release the locks for you. If you made it to this location quickly—and the party is still in good health—use this time to fight some enemies in the area. This is a great opportunity for the characters to easily gain a level. In addition, they will be fully healed when they get outside. When you're ready, run Cloud out of the area and watch Mako Reactor No. 1 burn.

Congratulations on your first successful mission! However, the fight against Shinra has only just begun. There are numerous Mako reactors and Avalanche's forces are sparse. This will be a battle not easily won.

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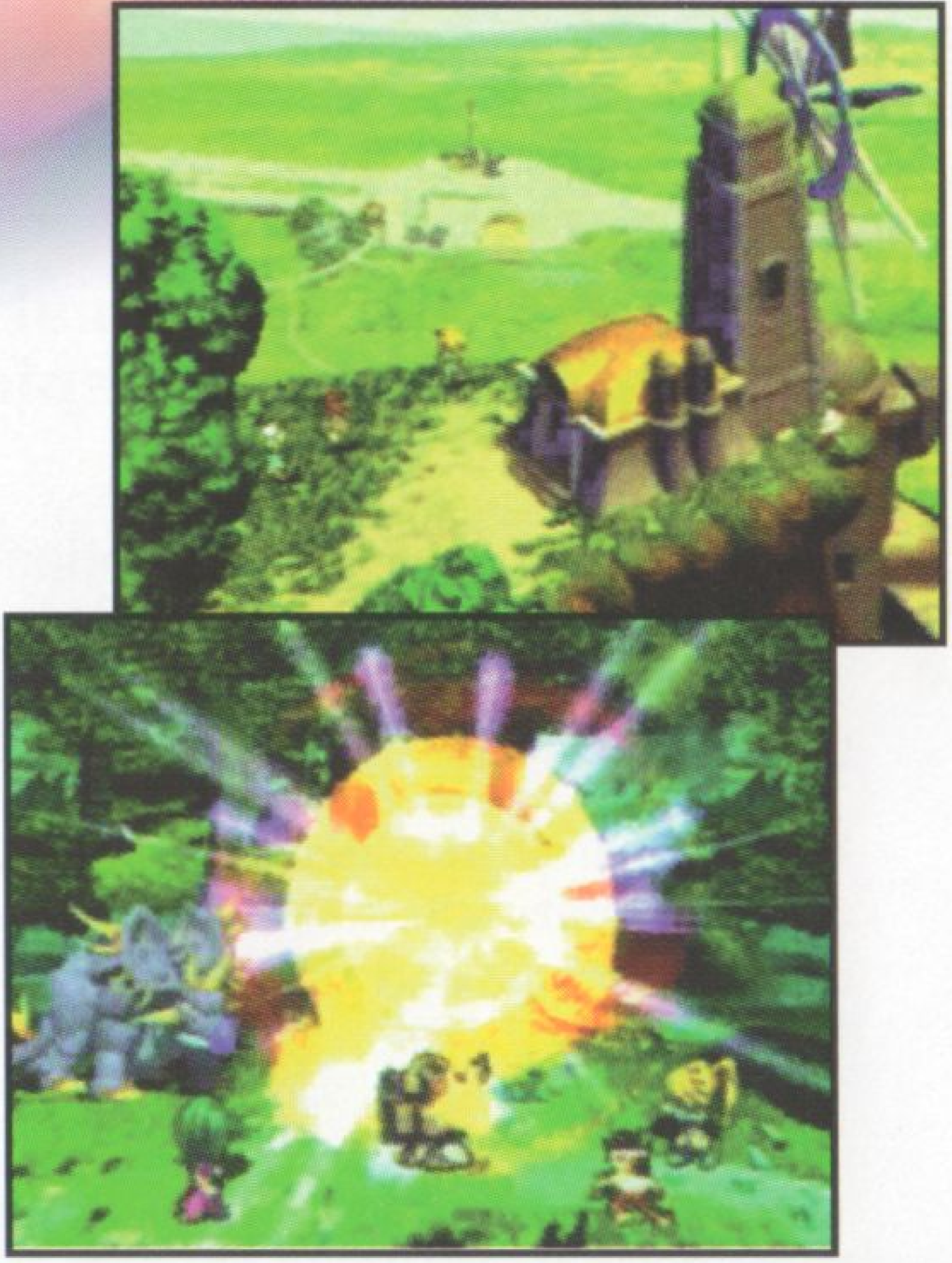

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